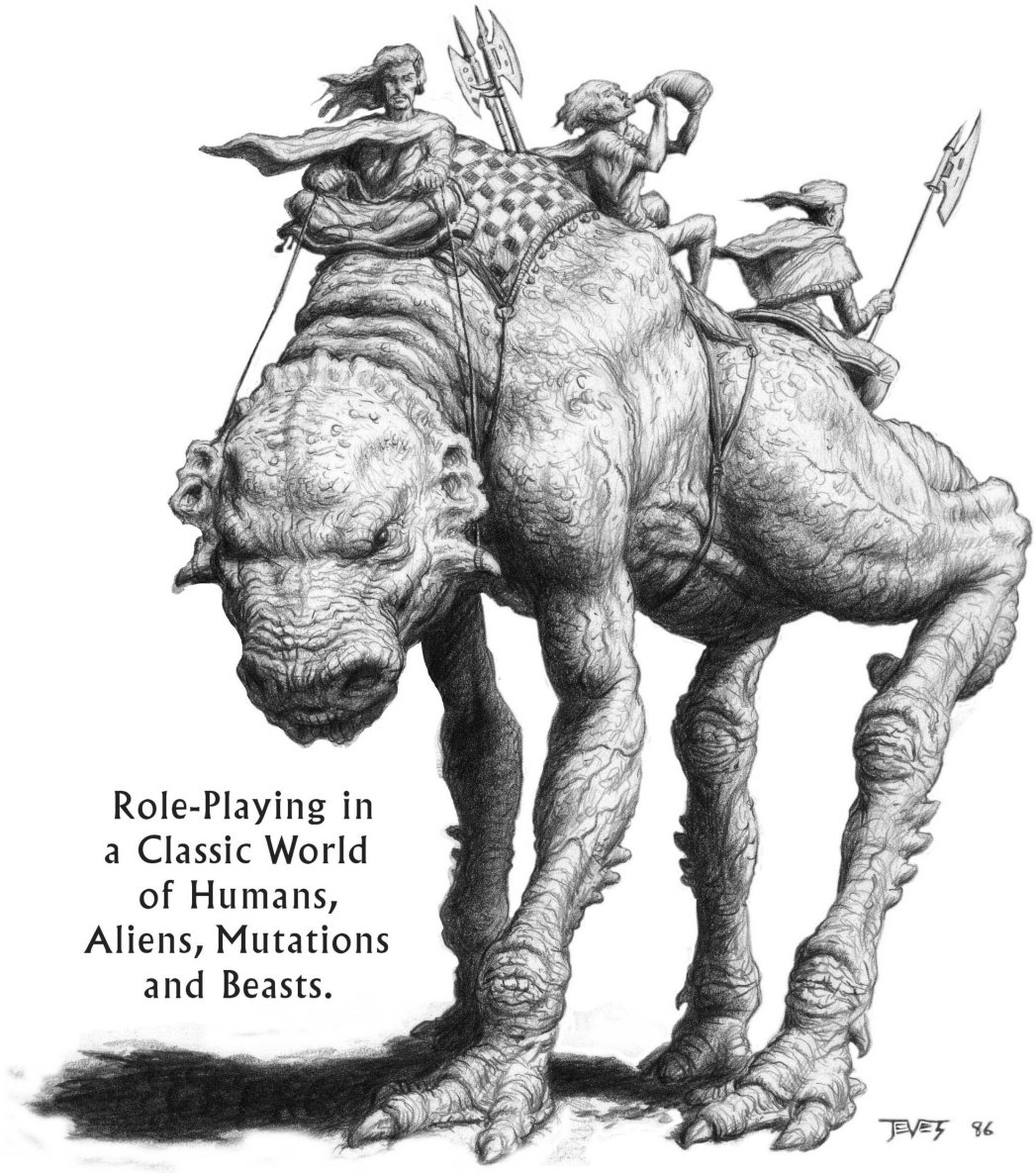
RETURN TO JORUNE™

COLLECTED CONVERSIONS TO VARIOUS ROLE PLAYING SYSTEMS



Free Download Supplement for **SKYREALMS OF JORUNE™** Role Playing Game

OAK & LOTUS PBLICATIONS
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To play Skyrealms of Jorune the Sholari will need to have at least one copy of the SKYREALMS OF JORUNE role playing game - 2nd Edition (hard to find and collectible) or 3rd Edition, published by Chessex in 1992 and still available through their website.

A copy of THE SHOLARI COMPANION / SHOLARI PACK is highly recommended, also available from Chessex. VOYAGE OF THE AYLON STAR, INNOCENTS OF GAUSS, SOBAYID ATLAS and GIRE OF SILLIPUS may also be enjoyable tools for the game-master (called "sholari") to use. Other Skyrealms of Jorune supplements that may prove useful include 2nd Edition includes the boxed set, which includes the SHOLARI GUIDE, TAUTHER GUIDE, and PLAYER GUIDE; and KOLOVISONDRA module. The 2nd Edition the supplements COMPANION JORUNE: ARDOTH, COMPANION JORUNE: BURDOTH, EARTH-TEC, SHANTHAS OF JORUNE and PLAYING THE ISCIN RACES. Fanzines for Jorune have included SARCEEN'S KNOWLEDGE (1 issue, very rare), SHOLARI (3 issues, available online), BORKELEBY'S FOLLY (3 issues, 2 available online), DANSTEAD TRAVELER (online zine, available online as PDF), JOURNAL OF THE TANSOOR HISTORICAL SOCIETY (1 issue) and the new GOMO GUIDE TO THONEPORT (to be released with this conversion guide.

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http://jorune.oakandlotus.com

Jorune, the Short Form

An Introduction from Joseph K. Adams, Sholari James, and Robert Dushay

Skyrealms of Jorune is the saga of a lost colony.

Shortly after the development of Faster-than-Light drive, Kajida Jorune discovered a world. An expedition found several races sharing the world, including the eyeless Shantha - clearly the native race - and a variety of aliens; thriddle, ramian, corastin, cleash, scarmis, croid and others.

A unique energy in the world, called Isho by the natives, which permitted the creation of beautiful displays of light and power. Isho was deemed worthy of further study and a scientific project was set up to study Jorune.

A treaty was negotiated with the shantha to permit the establishment of research stations and colonies, and within twenty years 80,000 humans called Jorune their home - if only temporarily.

Without warning, all communication and supply ships from Earth stopped. The fear was that a great conflict had eliminated the home world and the colonists were cut off forever.

Two schools of thought developed among the colonists. One said that we could live by sharing the world with the other races, as was the case before humans arrived. The other declared the need to secure land for food and the survival of the species.

Dispute within the colony expanded..The militant colonists assumed that the natives would be an easy conquest, to be relocated as other races had been during the previous age of exploration. The isho technology was not perceived as a threat, but at a certain point, the shantha stood their ground and revealed the war uses of Isho.

The shantha, under the direction of the Desti Lih-al, moved to protect their world with massive flows of violent isho channeled through warp openings created by Tra.

Unexpectedly, the Isho interacted with the power sources of the Earth-tec weapons and a far more destructive result began the Shyee - the Dying Times. Full scale war erupted. Colonists discovered that when they abandoned the Earth-tec, the shanthia did not attack them and thousands of item went into 3000K cryo-bins under the colony sites. Colonial actions drained isho from whole areas and the shantha began to die.

A bio-tec master released a specially designed plague to wipe out the shantha and nearly succeeded. The population of Jorune was reduced to bare survival rates and a dark age began.

One scientist, Theo Iscin, who was the creator of durlig which allowed humans to survive on Jorune with only a small crop of plants from the home world, and hilc to allow digestion of the native foods, was alone at a research station in the Gauss valley. Believing himself to be the last survivor of Earth's heritage, Iscin began a series of genetic experiments that would result in the Iscin races, spliced with animals of Earth to

insure the survival of something Terran in the universe. His work would result in the arrival of woffen, crugar, cygra, blount, bronth and tologra on the face of Jorune.

Over the next 3500 years humans, shanthas and the many aliens of Jorune struggled to achieve the levels of civilization they had enjoyed before. The thriddle of Tan Iricid maintained a store of knowledge in their island fortress, but even they did not retain everything.

Mutations and monsters appeared. Many appeared and vanished, but some variants of humanity established themselves; the brutal Trarch, the aquatic Salu and Acubon, the robust boccord and the frail muadra.

Pocket empires appeared and vanished. Eras of enlightenment elevated the races on Jorune, to be followed by pestilence, rot plagues and the ignorance that flourished between enlightenments.

A generation ago a young prince named Khodre Allonkarb began a conquest to unite the kingdoms around him. From Ardoth the prince led and army to draw Ardis, the Sobayid, the Gauss, Glounda, Sydra, Lelligire and Essanja into the empire of Burdoth. With his forces spread thin he was attacked from the land by the crugar, who lusted fro the rich Gauss Valley, said to be the home of their adored Iscin, from sea by the bronth, who feared the new conquering force, and the ramian, who liked a good opportunity. Heridoth, neighbors to the south, feared for their sovereignty and joined in the attacks on young Burdoth.

When he neared the end of his forces, Allonkarb's troops discovered a cryo-bin filled with perfectly preserved Earth-tec weapons and devices. Armed with the fearsome weapons, Khodre marched west, to Temauntro and nearly to the borders of Jasp, and secured his holdings to the Empire.

The new weapons brought a new opponent into the mix - the shantha.

Fearing a new Shyee, the thriddle sage Salrough Gomo negotiated a treaty and returned Burdoth's borders to the original provinces, freed the Sobayid, established the nations of north and south Khodre under the control of Allonkarb's illegitimate daughter, Saress. Allonkarb died with his empire securely in the hands of his son Dhandrenn and a well armed military.

For nearly a generation Burdoth has been in renaissance. Earth-tec opportunities in tools and agriculture, as well as weapons, have allowed a booming economy and flourishing population to tour the world as a new luxurious social class. Drenn, the recognized citizens of Burdoth, enjoy rights and privileges unknown to non-Burdothians and drennship has become the ticket to wealth and security.

Jorune today is a blend of primitive and technologically sophisticated cultures. Free and independent nations trade, and sometimes war, with each other. Agents of the querrids seek new information on the secret past of jorune. Tauther - those who seek drennship - serve the nation and drenn to earn their rights. A thousand unlanded classes work, trade, travel, explore and dream.

Welcome to Jorune

Cinematic Unisystem Jorune

by John Snead

Almost all of the existing rules-sets for Jorune are highly complex and detailed. While that sort of gaming works for many people, I'm a highly immersive gamer who is also a fan of systems that aren't too rules-heavy (Cinematic Unisystem, and New World of Darkness being my current favorites). So, here's my take on what a non-rules-heavy version of Jorune would look like.

Required Books: 2nd or 3rd Edition Jorune, Angel

General Notes on Changes & Species

I am altering various features of the background to allow it to make more sense (to me at least) and for personal preference. Highest on the list of changes is that humanity was seriously into genetic engineering (as can already be seen with the various biotec creations), including human and animal genetic engineering. As a result, the Salu/Acubon were deliberately created as an aquatic human variant. These creatures can all breathe both salt and fresh water (although the dominant salt and fresh water groups, have very different cultures) and I am ignoring the foolishness about them losing the ability to breathe water if they are out of it too long. They can both breathe both water and air whenever they want to, because their bodies were designed to do so.

Also, in this version of Jorune, the Iscin Races were originally created on Earth, where they had limited rights, much like Cordwainer Smith's "underpeople". Iscin was a human biologist who brought a large group of these three species along, to see how they would adapt to an alien world. When human civilization collapsed, he taught them too be free, and the rest of their history is as written. Blount do not exist (being a fairly silly idea IMHO), and Bronth are do not look like bears – they look like gorillas, because they are a gorilla-derived species. It only makes sense to me that the first uplifted animal would be a higher primate. They are large, hulking, and furred like a gorilla.

Unlike the rest of the species that were created before colonization, the Boccord and Muadra were human mutations that occurred on Jorune, approximately 1,500 years ago. There is one other change that occurred as the result of the massive human genetic engineering – humans and all human created races were altered so that they aged half as fast and are immune to most diseases. Since this is universal among Terran life, these benefits are free. As a result, humans live (on average) for 120 years, and if they had our level of medical technology, they would live for 160 years. Notable aging effects such as grey hair, wrinkles, or physical limitation do not occur until the character is around 90. In addition, Terran life cannot have Intelligence or Constitution scores below 2, since the genetic traits that lead to such low scores were edited out of all of the colonists, including all of the Iscin Races.

As for the rest of the races – the Ramian, Corastin, & Thriddle were brought along as Lamorri slaves, while the Cleash were their partners (who brought along the Scarmis as their slaves). Croid are a Corastin mutation and Thivin were created as an experiment by the Lamorri, in an attempt to create a Lamorri-related species with access to Isho. The result was successful, but the several thousand Thivin that were created were all stored in Lamorri nanostasis until 800 years ago, when the nanostasis containers failed and several thousand Thivin were released in the Ramian land of Voligire. Here, they were treated as slaves, until 300 a few thousand of the tens of thousands now alive, fled through a warp into Burdoth.

RACE	AVERAGE LIFESPAN
Bronth	100
Boccord	120
Cleash	160
Corastin	80
Croid	60
Crugar	90
Muadra	120
Ramian	180
Salu	120
Scarmis	60
Shantha	250
Thivin	200
Thriddle	150
Woffen	90

Skill List For Unisystem

- Acrobatics
- Animal Handling (new, includes riding)
- Art
- Brawling (was Kung Fu)
- Crafts (new)
- Crime
- Doctor
- Drive/Pilot
- Earth-tec (new, includes both earth-tec and bio-tec)
- Entertainments (new, Sports + gambling)
- Getting Medieval
- Gun Fu
- Influence
- Isho Lore (was Occultism, includes Isho Weather and using Shanthic devices)
- Knowledge
- Languages
- Mr. Fix-it (conventional tech)
- Notice
- Sailing
- Science
- Survival (new)
- Wild Card

Isho Qualities and Dysha Weaving

Isho 4-point/Level Quality

Isho is a variable Quality that costs 4 points/Level and allows the character to weave dyshas of any color he knows that are at or under this level. Only Bronth, Crugar, Muadra, Shanthas, Thivin, Thriddle, and Woffen can learn this Quality. Characters who possess levels in this Quality *must* also possess at least as many levels in either Tra-Sense or Signature Skills.

Signature Skills 2-point/Level Quality

This Quality allows the character to use Isho signature skills. Any creature that is not Isholess can learn up to 2 levels in this Quality. Only Boccord, Bronth, Salu, and Shanthas can learn this Quality at levels 3-5. This ability allows the character to sense and iden-

tify creatures by their isho signature. Characters can also project fake isho signatures, which can fool nature Jorune life into thinking the character is another creature entirely, as well as being able tot mask signatures, which can make the character invisible to native Jorune life. Signature skills also allow Interference, which allows the character to disrupt dyshas (both orbs and bolts) used on the character.

Rolls to use Signature skills to sense other creatures use Signature Skill + Notice. Rolls to use Signature Skills to alter Signatures uses Signature Skills x 2, and roll to interfere with a Dysha use Signature Skill along (not doubled). Rolls for Fake and Masked signatures are resisted by the creatures Perception + Notice. Rolling as many or more Success Levels as the creatures means that the character has fooled the creature. False and Masked signatures never fool Shanthas unless the character rolls three more Success Levels than the Shantha did.

Interference

To interfere with a dysha, the character must roll as many Success Levels with the interference attempt as the attacker rolls with the dysha. Rolling fewer Success Levels can still reduce the damage caused by the dysha. Interference counts as a defensive action.

LEVEL	RANGE	NOTICE+	ADDITIONAL ABILITIES
1	20 m	Species	None
2	40 m	Species + identify dysha being prepared	
3	80 m	Interference	Fake Signatures
4	120 m	Species, dysha, & general mood	Mask Signatures
5	200 m	Species, dysha, & general mood	Mask signatures

+ Does not work on isho-less creatures

Tra Sense 1-point/level Quality

This Quality allows the character to use Tra-Sense. Only Crugar, Muadra, Salu, Shanthas, Thivin, and Thriddle can learn this Quality at levels 3-5. Any creature that is not Isholess can learn up to 2 levels of this Quality.

Treat Tra Sense as a separate sense, with each level in Isho: Tra Sense giving the character one point in this sense. Rolls to use Tra Sense use Tra Sense + Notice. Tra Sense allows the character to see both creatures and the landscape using Tra-Sense, but until the Tra-Sense is acute (Level 4 & 5) the resolution is very poor and only the roughest shapes can be seen. At Level 4 & 5, the character can navigate both indoors and outdoors using only Tra-Sense, but the character cannot resolve creatures as more than humanoid (or other-shaped) blobs of the appropriate size. Individuals cannot be recognized, and recognizing species (as opposed to merely knowing that the creature is a humanoid of roughly human size) requires at least 3 Success Levels on the Tra Sense + Notice roll.

Also, use the following guidelines:

LEVEL	RANGE	NOTICE	ISHO RESOLUTION
1	20 m	Powerful Jorune creatures (Shanthas, Dar Corondon, etc.) & large Isho constructs	Poor: vague shapes, and large-scale fluctuations only
2	40 m	Isho 3-5 creatures	Moderate: general outlines, crystal deposits, warps
3	80 m	Isho 1-2 creatures	Moderate
4	120 m	Zero Isho creatures (like humans)	Acute: notice dysha use, identify creatures
5	200 m	Isholess creatures	Acute

Color Attunement 1-point innate Quality

This quality allows the character to learn to weave dyshas of this appropriate color. However, in order to do this, the character must also possess a least one level of the Isho Quality, as well as the associated Color Knowledge Quality. Characters can only purchase Color Knowledge for Colors that they already possess Color Attunement for. Characters with one or more levels in the Isho Quality can gain additional levels of Color Attunement in play, but this requires extensive roleplaying, making deals with Shanthas, and 3 XP.

Color Knowledge 3-point Quality

Color Knowledge allows the character to cast dyshas of that color, within the limits of the character's Isho level. A character must possess the Color Attunement Quality with a particular Color in order to purchase Color Knowledge. Also, casting dyshas always requires the character to have the appropriate level of the Isho Quality.

Isholess 2-point Quality

This creature can never learn any Isho skills and has no connection to isho. As a result, they are difficult to detect with tra-sense and signature skills cannot be used to identify them. In addition, they are immune to the following dyshas that directly affect the isho currents found in all Terran and Jorune life: Alter Emotions, Craze, Faint, Faint Touch, Healer, Naull Reading, and Read Isho Traces.

Other New Qualities

Extra Arms 3-point Quality

Having extra arms gives the character +1 to Brawling and Getting Medieval rolls when wielding multiple weapons. This Quality does not allow the character to make additional attacks.

Extra Legs 2-point Quality

Having four legs add +5 to Speed. Also, if one leg is disabled, the character can still move normally, with only a -2 penalty to Speed.

Increased or Decreased Speed 1-point Quality or -1-point Drawback

Increase or decrease the character's speed by +3 or -3 (to a minimum of 2).

Large Size 5-point Quality

Increase height by 50% (8-9 feet on the average), and multiply weight by 2.5. Add +5 to Strength, and +20 to Life Points. Dodge Tasks are normal.

Leaping 1-point Quality

Leaping allows the character to leap (*Angel* p. 115) as if his Strength was 2 levels higher.

Species Qualities

Basic descriptions of these species can be found here:

http://www.jorune.org/races.html

New Derived Characteristic (borrowed from the Witchcraft RPG)

Speed Con + Dex. Speed x 2 movement in miles per hour. Speed movement in yards per second.

PC species

The following species are available as PCs.

Note: Bronth can purchase up to 4 levels in both Isho & Signature Skills. Crugar, Thivin, and Woffen can all purchase up to 4 levels in both Isho & Tra sense. Salu can purchase up to 4 levels in both Signature Skills and Tra Sense. Boccord can purchase up to 5 levels in Signature Skills. Muadra can purchase up to 5 levels in both Isho & Tra sense.

Boccord 8-point Quality

+10 Life Points (1), one level of Hard to Kill (1), 1 level of signature skills (2), +2 Str (2), +1 Con (1).

Bronth 10-point Quality

Acute Smell (2), +10 Life Points (1), one level of Hard to Kill (1), Color Attunement: desti & ebba (2), 1-point armor (1), +2 Str (2), +1 Con (1), +1 Per (1), minority (-1).

Corastin 11-point Quality

Large Size (5), +1 Con (1), two levels of Hard to Kill (2), Small natural weapons (1), 3-point armor (3), minority (-1), -1 Agility (-1), Intelligence over 3 costs like Intelligence over 5 for normal humans (-1), Isholess (2).

Crugar 6 or 7-point Quality

Acute Hearing (2), Acute Smell (2), Impaired Sight (-2), Night Vision (2), +1 Dex (1), +1 Per (1) Natural weapons (1), Leaping (1), Color Attunement: desti (1), Minority (-2, -1 for Cygra)

Muadra 10-point Quality

-5 life points (-1), 1 level of Isho: dysha use + tra sense (5), Strength over 3 costs like Strength over 5 for normal humans (-1), minority, Color Attunement: all (7), +1 Will (1).

Salu 7-point Quality

Aquatic (3), 1 level of Isho: signature skills + tra sense (3), +1 Con (1)

Thivin 9-point Quality

Double normal healing rate (1), Resistance: disease and poison (1), 1 level of Isho: dysha use + tra sense (5), Color Attunement: launtra (1), Night Vision (2), Covetous (-1), -5 life points (-1), Strength over 3 costs like Strength over 5 for normal humans (-1), +1 Dex (1), +1 Per (1)

Woffen 6-point Quality

Acute + Enhanced Smell (5), +1 Per (1), Color Attunement: ebba (1), Minority (-1)

NPC Species

The following species are only available as NPCs

Cleash 14-point Quality

+10 Life Points (1), one level of Hard to Kill (1), +1 Con (1), +1 Per (1), Isholess (2), 3-point armor (3), 2 extra arms (3), create capsules (4), Control Scarmis (4), -3 Speed (-1), -2 most Acrobatics rolls, including stealth (-2).

Croid 12-point Quality

Large Size (5), +2 Strength: total Strength +7 (2), +2 Con (2), three levels of Hard to Kill (3), Small natural weapons (1), 3-point armor (3), considered little better than animals (-2),

-1 Agility (-1), Intelligence over 1 costs like Intelligence over 5 for normal humans (-2), Perception over 3 costs like Perception over 5 for normal humans (-1), Isholess (2).

Ramian 16-point Quality

+10 Life Points (1), two levels of Hard to Kill (2), +2 Str (2), +1 Con (1), +2 Dex (2), +2 Per (2), 2-point armor (2), Fast reaction time (2), heal 1 LP/day w/o shirm-eh limilate (-1), Isholess (2), +3 Speed (+1).

Scarmis

2-point armor (2), 4 legs (2), +1 Per (1), Willpower over 3 costs like Willpower over 5 for normal humans (-1), Isholess (2), Fire sticky goo with a 20 ft range* (2), Subject to Cleash control with no save (-5), -2 to all stealth rolls (-1).

* Scarmis goo temporarily blinds opponents if the Scarmis scores 3+ Success Levels on the attack roll.

Shantha 53-point Quality

Acute tra sense (2), 5 level of Isho: dysha use + signature skills + tra sense (35), Color Attunement: all (7), +1 Int (2), +10 Life Points (1), one level of Hard to Kill (1), +2 Str (2), +1 Dex (1), +1 Con (1), +1 Per (1)

Thriddle 8-point Quality

Acute Vision (2), 1 level of Isho: dysha use + tra sense (5), Color Attunement: all but desti (6), +2 Int (2), -1 Con, -1 Strength (-1), Strength over 3 costs like Strength over 5 for normal humans (-1), -5 life points (-1), Easily Flustered (-1), Mildly paranoid (-1), -3 Speed (-1).

Characters

Characters can choose any of the following templates.

Isho Student

20 Attributes
15 Qualities
10 Drawbacks
20 Isho Qualities
25 Skills
10 Drama Points

or

Expert

20 Attributes
25 Qualities & Isho Qualities
10 Drawbacks
35 Skills
10 Drama Points

or

Adventurer

25 Attributes
20 Qualities & Isho Qualities
10 Drawbacks
35 Skills
10 Drama Points

Isho Use

Dyshas

To cast a dysha of any sort, the character rolls Willpower + Isho. A single Success Level is sufficient to create any dysha, but most benefit from increased levels of success. To create a specific dysha, the character must both know the color associated with the dysha and also have an Isho score equal to or greater than the level of the dysha. For example, in order for a muadra to create a Suspension Orb dysha, she must both know the Color Ebba, and have an Isho score of 4 or higher. The maximum Isho Score is 6.

Many dyshas can be modified to have a greater or different effect. Doing this adds levels to both the dysha and to the success levels required to create it. So, if a crugar wished to create a lightning bolt dysha with the range of a rifle, it would need to both roll 2 Success Levels on the Isho + Willpower roll to create it, and to have 2 or more Levels in Isho.

Isho Depletion

Characters who use many dyshas in a short period of time reduce their ability to create additional dyshas. Characters may use a number of levels of dyshas equal to twice their Isho Score before penalties begin to accrue. Once she has used a number of levels of dyshas equal to twice her Isho Score, she has a -2 penalty to all further Dysha use. If she uses a number of levels of dyshas equal to four times her Isho score, this penalty rises to -4. Once the character has used a number of levels of dyshas equal to five times her isho score, she can no longer use dyshas until she has rested. Characters must rest for at least two hours, and during this time can perform light activity like walking or riding.

The only exception to these rules are free dyshas, which are marked with a * - these dyshas may be cast without incurring penalties. However, once penalties have been incurred, use of these dyshas is penalized, and characters cannot use these dyshas while resting. In addition, use of the Warp dysha counts using as 10 levels of dyshas.

Dysha Modifiers

The following modifiers apply to all dyshas.

Disguise Dysha (helps resist unweaving): +1 Level

Bolt Modifiers

Increase range from Pistol to Rifle: +1 Level

Increase damage by +2: +1 level

Orb Modifiers

Increase range from Pistol to Rifle: +2 Levels

Increase damage by +2: +1 level

Subtract 3 from unweaving: +1 level

Make orb invisible: +2 levels

Any dyshas marked with a * are especially simple to cast and may be cast an unlimited number of times without causing fatigue or Isho loss.

Unweaving

Characters can unweave dyshas if they can have Tra-Sense, one or more levels of Isho, and Color Attunement to the dysha they are attempting to unweave. A character can never attempt to unweave a dysha of a Color he is not attuned to. Unweaving is a two-step process. The character must make a Tra Sense + Notice roll to identify the dysha. This normally requires only 1 Success Level, but add 2 Success Levels to the difficulty of the attacker used a modifier to disguise the dysha. Then, the character must attempt to

unweave it. To do this, he must roll Isho x 2 and score at least as many Success Levels, as the attacker had when casting the dysha. Rolling fewer Success Levels can still reduce the damage caused by the dysha. Unweaving counts as a defensive action.

Desti Dyshas

Desti dyshas are all red bolts of destructive power.

Lightning Blast: Level 1

Damage: 9 (bullet), Range: Pistol

Stiff: Level 2

Damage 5 LP, Roll Con x 2 –(5 + success levels) . If the target fails, they react as if struck by an electrical shock. Affected targets automatically drop any held item and must make a Dex x 2 –(5 + success levels) roll or fall (do not double Dex if the target is running or is on poor footing). The target is incapacitated for 1 round, and at -2 to all Dexterity rolls for the next turn.

Range: Pistol

Frost Bolt: Level 3

Damage: 14 (bullet), Range: Pistol

Lightning Strike: Level 4

Damage: 18 (bullet), Range: Pistol

Throws target 3 yards (2 for large beings corastin, thombos, or horses, 1 yard for even larger creatures).

Penetration Bolt: Level 5

Damage: 10 (bullet), Range: Pistol

Ignores all armor, cannot affect non-living targets

Du Dyshas

Du dyshas are orange orbs that impart light or heat to their target.

Orb of Light: Level 1*

The character creates a light that can be as dim as a candle or as bright as a 300-watt light bulb. The light lasts for 1 hour/Success Level and can be thrown by the caster to any location within range or carried along with the caster's Isho field. Alternately, the creator can create a small flame no hotter or larger than a small kerosene lamp (2 LP damage).

Range: Pistol

Dysha Display: Level 1*

The character can make a glowing display of small, brightly colored lights. These lights can be juggled or simple ordered to move on their own, but they will not go more than two yards from their creator. Alternately, she can create small candle flames that light nearby candles (1 LP damage).

Flingers: Level 2

The character weaves up to 5 1-inch diameter orbs that each do 3 points of fire damage each. Each orb can be aimed at a different target or they can all be sent at one target. Success Levels do not increase damage with these orbs. These orbs can set flammable targets on fire. The character cannot raise

the level of this orb to increase the damage, but can increase the number of orbs created.

Range: Pistol

MODIFIERS

Create an additional 2 orbs: +1 level

Quantum: Level 2

The character weaves a golf-ball sized orb that does 10 points of fire damage. The character cannot raise the level of this orb to increase the damage.

Range: Pistol

Blurring: Level 3

The character creates an orb around his body that blurs and distorts his image. This prevents people from recognizing him, adds +1 to all Stealth rolls, and subtracts -1/ Success Level from all attempts to hit him. This orb lasts for 10 minutes.

MODIFIERS

Use orb on another willing subject: +1 level

Increase duration to 1 hour: +1 Level

Cast Energy: Level 4

The character weaves a golf-ball sized orb that does 16 points of fire damage.

Crater: Level 5

The caster creates an explosive orb. Anyone within 1 yard of the orb takes 24 points of bashing damage, anyone within 3 yards takes 16 points of bashing damage, and anyone within 5 yards of the orb takes 6 points of bashing damage.

Range: Pistol

Ebba Dyshas

Ebba dyshas are yellow orbs that impart force in the target.

Ping: Level 1*

This dysha creates a precisely controlled one inch in diameter pressure that pushes objects with a strength of 1.

Range: Pistol

Push: Level 1

This dysha creates a wide one foot in diameter pressure that pushes objects with a strength of 1.

Range: Pistol

Tumble: Level 2

Reduce a fall's effective distance by two yards/success level.

Power Orb: Level 2

Damage: 12 (bashing)

Range: Pistol

Levitate: Level 2

Raises the character 15 feet up and vanishes after 3 turns

MODIFIERS

+1 turn to duration: +1 level

5 feet lateral movement: +1 level

Carry person other than caster: +1 level

Carry multiple people: +1 level/ additional person

Power Hold: Level 3

The target is immobilized by four powerful rings of force. These rings naturally dissipate after 1 minute, freeing the target. This dysha only immobilizes Corastin, horses, thombos, and other large creatures for 30 seconds, and cannot be used to immobilize larger creatures. Creatures are allowed a doubled Strength roll every turn to break free. Every two success Levels breaks one of the four rings (round down, rolling one success level has no effect). The character can

roll once a turn. Until all four rings are broken, the target cannot move or act physically.

Range: Pistol

Programmed Force: Level 3

This orb works exactly like the Push dysha, except that the direction and level of force of the push is determined by the user. You could throw this orb at a bottle and cause it to scoot sideways (or any other direction) along a counter. You could also program the orb to make the bottle go 3 feet straight up and then fall. You could even program the orb so that it would bring the bottle back to your hand. The only limit on the dysha is that it can only move a single target in a single manner. Also, the orb does not perform lasting effects like the suspensor dysha, the dysha falls once it has moved its target. The total distance moved by the orb, both when it is aimed at the target and when it moves the target must not exceed the dysha's range. This orb has a strength of 1.

Range: Pistol

Suspension Orb: Level 4

This orb lifts the target one yard in the air and holds them in a sphere of solid force 10 feet in diameter. This sphere has 20 points of armor. The sphere also has a damage capacity of 20. If someone does 20 points of damage to the sphere (after subtracting the armor of 20), then the sphere will collapse, freeing the victim. Otherwise, the sphere will keep the victim captive for 30 seconds. This sphere can only capture creatures no larger than a corastin, a horse, or a thombo.

Range: Pistol

Modifiers

+15 seconds to duration: +1 level

+5 points to both armor and damage capacity: +1 level

Powerful Programmed Force: Level 4

This dysha is identical to the Programmed Force dyshas, except that it has a Strength of 3.

Range: pistol

Spinner: Level 5

This orb spins the target violently around for 5 turns. Large creatures like corastin, horses, and thombos are only spun for 1 turn. Creatures suffer a penalty to all rolls equal to number of turns they were spun. This penalty lasts for 5 minutes. Creatures that have been spun for 5 turns must make a non-doubled Strength roll to avoid dropping what they are holding in their hands. Creatures that are spun for one round may make a doubled Strength roll. Also, riders on a horse or thombo that is spun must make a Dexterity + Ride roll to avoid falling off the rider.

Range: Pistol

MODIFIERS

+1 turn to duration: +1 level

Constrictor: Level 5

This orb forms a ring around a target and constricts it. The ring will sever any objects less than 2 inches in diameter, and will cut most ropes and cables.

Damage: 15 (cutting)

Range: Pistol

Gobey Dyshas

Gobey dyshas are black orbs that create or destroy walls of force. Gobey shields protect against all physical attacks, including blasters, field rams, laser, and stunners. However, all dyshas can pass freely through them in either direction.

Shield: Level 1

This orb counts as a defensive action. Using it produces a large shield that protects the wearer from attacks from the direction she is facing. This shield has an armor value of 10 points. The shield lasts until the end of the turn and its duration and armor cannot be augmented.

Support: Level 1

This orb can support up to 20 kg/Success Level in an area that can be 1 - 10 feet wide and 1 – 10 feet long. It can hold a door open or closed, support a rope or a cracked plank someone is attempting to walk across. This support lasts for 1 hour.

Range: Pistol

MODIFIERS

Increase weight to 50 kg/Success Level: +1 Level

Increase weight to 100 kg/Success Level: +3 Levels

Body Shield: Level 2

The user gains 12 points of armor. This shield lasts for 5 minutes + 1 minute/Success Level.

MODIFIERS

Increase armor by +3: +1 Level

Wall: Level 2

This orb forms a wall up to 100 square feet with an armor value of 40. This bubble also has a damage capacity of 40. If someone does 40 points of damage to the sphere (after subtracting the armor of 40), then the sphere will collapse. Otherwise, the wall lasts for between 5 and 7 days, depending upon the local Isho weather.

MODIFIERS

Increase armor and damage capacity by 10: +1 Level

Increase area by 25 square feet: +1 Level

Bubble: Level 3

This orb expands to an immobile bubble that is between 2 and 4 feet in diameter. These bubbles are always as high as they are wide. Air and dyshas can freely pass through the bubble. Characters can move through them by making a successful Strength (non-doubled) roll once a round for 2 minutes (this is slow and very tiring). Otherwise, the bubble lasts for 1 day. This bubble also has a damage capacity of 20. If someone does 20 points of damage to the sphere (after subtracting the armor of 20), then the sphere will collapse.

MODIFIERS

Increase armor and damage capacity by 5: +1 Level

Shield Shatter: Level 3

This orb reduces the armor and damage capacity of any shield by 20 points, doing 4 points/round. If the orb reduces the armor and damage capacity of a shield to 0, the shield instantly falls. This process generates large amounts of light and sound.

MODIFIERS

The affects of this orb are silent: +2 Level

Increase damage done by +10/+2 round: +1 Level

Mobile Wall: Level 4

This orb is identical to the *Wall* dysha, except that the creator can cause it to move at a rate of up to Willpower + Isho yards per turn. The character must be within 20 yards of the wall to order it to move. If the character focuses takes no other exact except moving and willing the wall to move, this rate of movement can be doubled. The character can order the wall to move in an direction at the basic rate of Willpower + Isho yards per turn and then cease directing it. The wall will then continue moving for the next 30 minutes, or until the character comes within 20 yards and orders it to stop.

Cage: Level 4

Prerequisite: Lightning Blast

This orb produces a bubble identical to the *Bubble* dysha, except that it also attacks anyone who destroys it with a *Lightning Blast*.

Shield Implosion: Level 5

This orb has the same affect as the *Shield Shatter* dysha, except that it also does 7 points of damage to everyone on the other side of the shield that is within 4 yards of the shield being destroyed. This damage occurs once per turn for all 5 turns.

Launtra Dyshas

Launtra dyshas run green isho over the target's body and do not involve the creation of either orbs or bolts.

Fire Touch: Level 1

The target's hands glow with heat for 1 turn/Success Level. Any punch does 12 points (fire) damage. This dysha also protects the target's hands from heat.

Night Eyes: Level 1*

The character gains the Night Vision quality for 1 minute/Success Level rolled

MODIFIERS

Use on another character: +1 level

Increase duration to 10 minutes/Success Level: +1 Level

Healer: Level 2

This causes the target to heal all current wounds at a rate of Con LP/hour for a number of hours equal to the success levels they roll. This healing is in addition to the normal daily healing the character experiences. Characters can benefit from this dysha up to twice per day. This dysha cannot be used on Isholess creatures.

Weather Shield: Level 2

This dysha consists of running isho over your body to protect you and your clothing from the elements. This dysha protects users and their gear from rain, snow, and extremes of temperature. Temperatures between 0 and 40 C do not effect the user at all (they feel like a mild 20 C day) while temperatures that are warmer or colder than this feel correspondingly milder. This dysha lasts for 1 hour/Success Level rolled and may be recast as desired.

MODIFIERS

Use on another character: +1 level

Faint Touch: Level 3

The touched character must make a double Constitution roll at a –(5 + success levels) penalty or fall unconscious for a number of minutes equal to the Success Levels rolled on the attack. This dysha cannot be used on Isholess creatures.

Walk on Water: Level 3

This dysha consists of running isho over and around your feet so as to spread out you weight and support you. While using this dysha you can walk safely on water or quicksand. In addition, characters using this dysha leave no tracks on snow, and their traction of ice will be increased. This dysha lasts for 10 minutes/Success Level rolled.

MODIFIERS

Use on another character: +1 level

Increase duration to 30 minutes/Success Level: +1 Level

Spider Grip: Level 4

The character can cling effortlessly to any surface. Only force walls and surfaces rich in ebba, such as yellow crystals, or even yellow crystal fragments in mortar are immune to this dysha. The duration of this dysha is equal to 1 minute/Success Level.

MODIFIERS

Use on another character: +1 level

Increase duration to 5 minutes/Success Level: +1 Level

Enhance Senses: Level 4

The character gains the Situational Awareness Quality (or doubles this bonus if they already possess it) for 1 minute/Success Level.

MODIFIERS

Use on another character: +1 level

Increase duration to 5 minutes/Success Level: +1 Level

Spectral Stun: Level 5

The character cups her hands and generated a blinding flash that disorients one target (or more targets if they are all within 2 yards of one another) within 5 yards. The target may use a defensive action to make a Dexterity + Notice roll to cover her eyes and turn away. Doing so is a contested roll vs. the attack. If the attack succeeds, the target gains a penalty equal to the success levels rolled on all physical actions for the next three rounds and loses 5 LP.

Shal Dyshas

Shal dyshas are blue orbs that affect the senses and nervous system of the target.

Bell: Level 1

This small orb can sense a single sound, as long as one short word to the target

Range: Pistol

Calm Animal: Level 1

This dysha calms animals somewhat, making wary animals less wary and ordinary animals calm and placid. It cannot be used on animals that fear for their life or that are in combat. This dysha only works on Terran life. The duration is 15 minutes. Calm animals require 1 success level and become tame and friendly, ordinary animals require 2 success levels and become calm, wary animals require 3 success levels and become ordinary. Only one use of this orb can affect a target at a time. This dysha also gives +3 to animal handling rolls with this particular animal. This dysha cannot be used on Isholess creatures.

Range: Pistol

MODIFIERS

Affect Ramian, or Joruni life: +1 level

Double duration: +1 level/doubling

Change mood by two degrees (i.e. ordinary to tame and friendly): +2 levels

Blind: Level 2

The target becomes blind for 1 turn/Success Level. Range: Pistol

Faint: Level 2

The target must make a double Constitution roll at a –(5 + success levels) penalty or fall unconscious for a number of minutes equal to the Success Levels rolled on the attack. This dysha cannot be used on Isholess creatures.

Range: Pistol

Alter Emotions: Level 3

The dysha allows the character to use the Emotional Influence supernatural ability (Angel, p. 51) on the target. To resist, the target can roll once/minute to resist, including a roll when the dysha first affects her. The resistance roll is Willpower (doubled) – (2+Success levels). This dysha cannot be used to affect Isholess creatures.

MODIFIERS

Reduce resistance by and additional -2: +1 Level

Increase duration to 5 minutes roll: +2 Levels

Message Orb: Level 3

This small orb allows you to craft full sensory message, which will be delivered to the target of the orb. This message can be up to 1 minute long.

However, since it is delivered directly into the brain of the target it takes only 1 round to assimilate. Memories can be sent with this orb, but it is just as easy to send lies. It may be useful to weave this dysha as an invisible orb, since if someone does not know you are sending them a all they will see is a Shal orb aimed for their head.

Range: Pistol

MODIFIERS

+1 minute of message: +1 Level

Body Freeze: Level 4

The character must make a double Constitution roll at a –(5 + success levels) penalty or be immobilized for 1 round/Success Level. This orb causes all of the target's muscles to lock and spasm for the duration, causing the target intense pain and doing 5 LP of damage. Afterwards, the target is at -2 to all rolls for 5 minute/Success Level. This orb only affects Terran-derived life.

Range: Pistol

MODIFIERS

Affect Ramian, or Joruni life: +1 level

Scramble: Level 4

The target makes a resisted roll with Willpower + Isho. If the attacker succeeds, the target cannot use an Isho except weaving bolts for 30 seconds/Success Level.

Range: Pistol

Craze: Level 5

This dysha throws the target into a wild epileptic fit lasting for 2 rounds/Success/Level. The target also suffers 5 LP/Success Level caused by thrashing around. This orb only affects Terran-derived life and cannot be used to affect Isholess creatures.

Range: Pistol

MODIFIERS

Affect Joruni life: +1 level

Drain: Level 5

The target makes a resisted roll with Willpower + Isho. If the Attacker succeeds, the target cannot use any Isho for one hour/Success Level.

Range: Pistol

Tra Dyshas

Tra dyshas affect the flow of isho. Several do not require the user weave either an orb or a bolt.

Deflector: Level 1

The character can use a defensive action to deflect an orb or bolt. Doing this requires rolling the same number of Success Levels rolled for the orb or bolt.

Naull Reading: Level 1

This dysha resembles a naull orb. The user weaves this orb and then

touches it (while still holding it) to the target. The character then makes a roll:

Naull Reading Chart

Success Level	Result
1	Can sense only basic emotions and Isho level.
2	Can sense detailed emotions and color's known
3	Can read truth or lies
4 +	Can get a clear picture of the subject's personality and general motives.

This dyshas cannot be used on Isholess creatures.

Inner Ear: Level 2

The character can hear through a barrier (or simply over distance) as if his ear were located at the target location, by opening a micro-warp. The range of this listening is 1 yard/Success Level and it lasts for 30 seconds. The character does not weave or throw and orb and merely looks like they are manipulating a naull orb.

MODIFIERS

Perform this dysha in an undetectable fashions: +1 level

Increase duration to 5 minutes: +1 level

Increase duration to 1 hour: +2 Level

Inner Eye: Level 2

The character can see through a barrier (or simply over distance) as if his face were located a foot or less from the target location, by opening a micro-warp. The range of this listening is 1 yard/Success Level and it lasts for 30 seconds. The character does not weave or throw and orb and merely looks like they are manipulating a naull orb.

MODIFIERS

Perform this dysha in an undetectable fashions: +1 level

Increase duration to 5 minutes: +1 level

Increase duration to 1 hour: +2 Level

Read Isho Traces: Level 3

This dysha resembles a naull orb. The user weaves this orb and then touches it (while still holding it) to the target. Once the orb is in contact with the target, the user can sense the Isho pattern of anyone who has touched the target in the last 24 hours. Treat this knowledge like using Tra sense. Each bundle doubles the duration that can be read. Also, if an object has remained untouched for a significant period of time (such as earth-tec in a cryo vault) this dysha can sometimes read information about the last individual to handle this object. Isholess creatures leave no isho traces.

Reflect: Level 3

The character can use a defensive action to deflect an orb or bolt in any desired direction, including back at the attacker or at any other target. Doing this requires exceeding the number of Success Levels rolled for the orb or bolt.

Absorb: Level 4

The character can use a defensive action to absorb an orb or bolt. Doing this requires exceeding the number of Success Levels rolled for the orb or bolt. Doing this allows the character to create a single orb or bolt of the same level or lower and use it without incurring any Isho Penalty.

Create Warp: Level 5

The character creates a warp to another location. The warp lasts for 1 round/Success Level, and only a Shantha or someone with an accurate warp map of the area can tell where it leads. Kerning or firing a bolt into the warp causes it to fall if the Success Levels rolled for the bolt exceed the Success Levels rolled for the warp.

Alternately, any being capable of using tra sense can attempt to close or stabilize a warp. Closing a warp requires a roll of Isho + Isho Lore with a number of Success Levels greater than the roll to open it (or two Success Levels for natural warps), while attempting keeping it open keeps it open for 1 round/Success Level.

Range: 5 yards



Weapons and Armor

Availability: C cheap, E Expensive, R Restricted, L License required (and expensive)

Melee Weapon Table

Weapon	Damage	Hands	Avail
Thikes	2 x (Strength +1)	1-handed	C
Shanthic Blade 1-H	5 x Strength +1 to hit	1-handed	E
Shanthic Blade 2-H	5 x (Strength +2) +1 to hit	2-handed	E

Ranged Weapon Table

Weapon	Damage	Range	Cap	Avail
Blaster Pistol	20 (energy)	Pistol	5	R
Blaster Rifle	25 (energy)	Rifle	10	R
Pulsar Pistol	12 (energy) can fire bursts	Pistol	30	R
Pulsar Rifle	16 (energy) can fire bursts	Rifle	60	R
Laser Pistol	15 (bullet)	Rifle	20	L
Laser Rifle	20 (bullet)	Rifle	50	R
Field Ram Pistol	15 (bashing)	Pistol	10	S
Field Ram Rifle	20 (bashing)	Rifle	25	L
Stunner Pistol	Stun* 3	Pistol	30	S
Stunner Rifle	Stun* 3	Rifle	50	L
Crystal Pistol #	10 (bullet)	Pistol/ 2	2	C
Crystal Rifle #	15 (bullet)	Pistol	2	C

Energy damage: This damage doubles after armor penetration and halves armor effectiveness.

Stun*: The character must make a double Constitution roll at a –(5 + success levels) penalty or fall unconscious for a number of minutes equal to the Success Levels rolled on the attack x 5. If the target remains conscious, the stun attempt gives her a -2 penalty to all actions, including resisting another shot by a stunner. This attack also does 3 LP.

Crystal Weapons #: From Sholari #1: http://www.jorune.org/articles.html

Armor Table

Armor Type	Armor Value	Encumbrance	Avail
Leather	3*	0	C
Mail	8 (4)*	-2	C
Thailiarian	14 (10)*	-3	E
Locurian Grunder	9 (6)+	-2	E
Deflector Armor	12 (8)*	-1	R
Energy Repulsor Armor	3 (12)*	0	R
Crystal Armor	3 [8]+	0	E

Encumbrance: Subtract the listed number from both the wearer's speed and from all Acrobatics rolls or Crime rolls used for Stealth.

(x) protection vs. energy weapons

[x] protection vs. dyshas

* Does not protect against damage by Shal dyshas, Faint Touch, Penetration Bolt, or Spectral Stun

+ This armor partially absorbs dyshas. Subtract -2 from all Dysha rolls to affect the wearer. Also, this armor protects against penetration bolt

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BRP Jorune: Sho-Caudal

by Nick Middleton

MOON	ISHO COLOUR	MOON COLOUR	ISHO PROPERTIES
Shal	Blue	Blue	Energy that interacts with neurology
Ebba	Yellow	Silver	Force and motion
Du	Orange	Amber	Heat and light
Gobey	Black	Brown	Relates to shields, solidity
Desti	Red	Red	Electrical energy, usually as a bolt
Launtra	Green	Green	Energy that is very stable and can flow over the surface of the body
Tra	White	White	Tra isho warps space

Key Concepts

Isho pervades all things on Jorune: it permeates all matter and conditions all things. It has both a geography and a form of meteorology: a dynamic topology that flows and changes, shaping and being shaped by the living beings that exist within it, the physical structures of the world and the position and motion of the seven moons. All living things have an Isho score and a Colour score (and thus at least base Moon Skills): but some inanimate/non-living things can also be so described (including much Shanthic technology).

An individual's Isho score represents how much isho they naturally accumulate within themselves and is important for all creatures in certain prevailing isho conditions. Isho points are essential for powering isho manipulations such as weaving dyshas, Interfering against dyshas and activating isho-bearing crystals. Isho points are a function of isho score, training and the prevailing isho topology.

An individual's Colour score represents the subtle qualities and affinities of the isho with the individual, and their facility with the different types of isho. It reflects personality, disposition and capability, determining the base scores in the seven moon skills that are the foundation of isho manipulation, and governing the individual's interaction with the isho flow.

Amongst caji (and shanthas, from whom they learned the practice) it is customary upon fist meeting to display ones nuall as a sign of good faith (and a form of introduction – almost a declaration of identity amongst shantha). A nuall is a low powered isho construct (technically the simplest form of dysha) woven and held between the hands, typically about the size of a soccer ball. The isho woven in to the naull reveals the weaver's isho profile (spread of Moon skills),

personality and state of mind. Unbeknown to shanthas, at least some of this information can be interpreted from the visual form of the naull (something they, being blind to visible light, had never taken account of).

ISHO	PATTERN
Shal	Swirls indicate anticipation
Ebba	Speed of moving dots indicates desire
Du	Rings of Orange indicate vibrancy, creativity
Gobey	Wavy lines of black indicate fear. Blinking pools of black indicate fortitude
Desti	Irregular patches indicate anger, intensity suggests violence
Launtra	Spinning triangles indicate sense of self
Tra	Pulsing stars of white indicate honesty and sometimes stability. Moving patches of white that break up indicate an erratic or unbalanced personality

Terms and Definitions

Isho score: A character's isho characteristic, roughly analogous to POWer in BRP

Colour score: A character's Colour characteristic, their "purity and variety" of isho Max Isho: The safe maximum isho points a character can sustain without risk of spontaneous kerning (random uncontrolled isho discharge).

Isho Points: the characters current reserves of isho, used to power isho manipulations (dysha's, unweaving, interference, activating crystals etc). Analogous to magic points in BRP.

Colour SR: When timing dysha use in combatant, rather than use SIZ SR, look up the characters Colour score on the SIZ SR table and use this value for all combat timed isho manipulations.

Isho Lore: is a standard knowledge skill that represents a characters abstract understanding of isho, dysha and related matters.

Moon Skill: one of seven skills, named for a moon of Jorune, which represent characters ability with isho of that type. Care should always be taken to record the characters base scores (derived from their Colour score) and their total skill (base plus learnt). Isho Topology (also known as Prevailing Isho): a value (typically ±10) that represents current local isho conditions: both used as an absolute value (ignoring its sign) and as a value with polarity – so sometimes is the just the magnitude (Isho topology of 10) that matters and sometimes it's the "direction" (Rising or falling isho).

A character's initial Max Isho is a function of their isho score and their race.

Note that starting muadra and boccord do not have to have had any training or experience to boost their maximum Isho or Moon skills, but it would be unusual not to have done so. Increases in isho Score increase Max isho, and characters can train their Max isho higher, to a Maximum of isho Score x 5 for muadra, x 4 for boccord and x 3 for the other PC races. Treat Max isho as a skill for increases from Training / Research, as per the BRP rules. Isho points are restored in all but the most extreme conditions of prevailing isho by resting although caji learn other techniques to accelerate and augment the process, see below. Normal isho restoration (back to Max Isho) should happen after a decent nights rest (at least six hours uninterrupted sleep). The character matches their isho score against the magnitude of the isho topology on the resistance table, and if successful, regains isho points to their Max Isho. Failure means they only regain isho Points equal to

their Colour score ± Prevailing Isho; which does mean that in poor isho conditions, low Colour character's may loose further isho over night... See also "Pick Up Isho Wind" below.

A character's base moon skills are determined by the characters Colour score and race:

RACE	MOON SKILL BASE POINTS
Muadra	Colour x 10
Boccord	Colour x 10
Human	Colour x 5
Woffen	Colour x 2.5
Crugar	Colour x 2.5
Bronth	Colour x 2.5

So a Human with Colour 10 would have 50 points to divide between the seven Moon Skills to form his base scores. These base scores should always be recorded separately, as changes in Colour will change the base scores. A character's Colour, isho and Moon Skills are reflected in their naull, if

Colour and Isho score increase as Power does in standard BRP, although neither has any species maximum and there is always a 5% chance of increasing.

Prevailing Isho

As mentioned previously, isho has both a geography (an arrangement that is relatively stable in space and time but that varies depending on location, so there are isho rich areas analogous to lakes and isho poor areas analogous to deserts) and also a meteorology (an arrangement that changes dynamically with time, so there are isho storms and isho droughts). These factors are usually combined and referred to as the Prevailing Isho or Isho Topology. In game mechanics terms each factor (isho geography and isho weather) is given a rating varying typically between ± 10 (to as much as 20 in extreme conditions). A completely featureless piece of isho geography with completely neutral isho weather has modifiers of 0, a really spectacular isho storm an isho weather rating of +10 (or more) and the Doben-Al an isho geography rating of -10 (or worse). The sign of the total rating (geography plus weather) indicates either rising (positive value) isho conditions, or falling (negative value) isho conditions, but often it is the magnitude (value irrespective of sign) that matters, as whether the tide is coming in or out is less relevant than how fast...

If the Prevailing Isho conditions are sufficiently dynamic (i.e isho is falling or rising sufficiently rapidly) it is possible a character's ability to either retain their accumulated isho points, or resist 'over accumulation', will be over whelmed. The character should check for spontaneous kerning every 60/Isho Topology modifier hours if their current actual isho points plus the magnitude of the Prevailing Isho exceeds their Isho Score. In extreme isho conditions even muadra with no significant isho skills are at risk. Match the magnitude of the Prevailing Isho against the character's isho score: if the character fails to resist, they spontaneously kern all remaining isho Points at a rate equal to the magnitude of the Prevailing Isho per SR. Whilst doing so they take damage each SR they kern, with an effect dice (see dysha rules, below) corresponding to a number bundles equal to the magnitude of the Prevailing Isho /10 (rounded down), dealt to a random body location. Bystanders within 5m who fail a DEX x 3 roll will also take the same damage to a random location. So, for example, in a severe isho storm (+10) over a Skyrealm path (underground river of molten crystal, isho geography +15) a character who failed to avoid kerning would shed 25 isho points per SR, doing 1d8 to a random location and to bystanders within 5m who failed a DEX x 3 roll.

Controlled Kerning: "Kerning" is the process of expelling accumulated isho from ones body without attempting complex manipulation of its structure: it can be a deliberate act (Controlled or voluntary kerning) or a spontaneous response to extreme isho conditions (Involuntary or spontaneous kerning). Trained muadra can always attempt voluntary kerning and certain Burdothian Institutions require it of muadra before they enter: it is a wise precaution prior to major isho storms that most muadra are taught when young. The character matches their Colour against their own Isho Score and if successful safely shed isho points equal to their Colour per SR until they have no isho points left. This use of Colour, unless under stressful conditions (e.g. in the immediate path of a major isho storm) does not grant the character a Colour or Isho score gain roll.

Dyshas and Dysha Weaving

To even attempt a dysha, a caji must have the prerequisite moon skills (and Isho Lore greater than the highest Moon Skill prerequisite if attempting the dysha without instruction from a Caji who knows it), as listed on the dysha table. They must then practice that dysha until they can reliably launch the woven isho effectively: proper dysha use is akin to a martial art, a matter of instinctive and spontaneous manipulation of the isho. A character represents this training by rolling once per day's practice (~8 hours in a kerning bay or other suitable location) vs the lowest prerequisite Moon skill and subtracting their dice roll from the moon skill and then adding the result to a running total. Note that rolling over the skill will subtract from this running total, that fumbling is also a botched discharge (treat as spontaneous kerning of isho points equal to a standard use of the dysha, see above) and that a critical counts as "mastering the Weave", see below.

Once the character's running total is equal to the highest prerequisite moon skill (or when the character criticals the roll against the Moon skill) that character has "Mastered the Weave" and can start a skill in that dysha, initially equal to the lowest prerequisite Moon Skill. The character can launch a basic weave of that dysha without having to roll their skill (just making a Target Dysha roll if it has a target), but attempting most manipulations of the dysha (Veiled weave, pushing the weave etc: See Weave Tricks below) will require a successful dysha skill roll, or the weave fails and the isho is lost. Any experience tick for a specific dysha Skill can, at the player's option and with the GM's permission, be applied instead to one of the prerequisite Moon skills of that dysha. Also, whenever a Moon skill increases from experience by 4 or more, the player may add 1 point to their specific skill with any one dysha that has that Moon as a prerequisite.

Timing Dyshas in Melee

Normal dysha use in Combat is timed using the strike rank system. Treat dysha's as a melee weapon with a weapon SR values of 0 and use the characters DEX and Colour SR values. The latter is found by using the characters Colour on the Size Strike Rank Table. In general, Isho activities (weaving a dysha, unweaving one, interfering with one) count as a single Melee action (Weaving a Dysha is an attack, Unweaving and Interfering a Parry) and most Dyshas can be Dodged like missile weapons (i.e. it's an all out action, only possible if you can see it coming).

Spontaneous Dyshas

Attempting "theoretical dyshas" i.e. dyshas the character is theoretically capable of but for which they have not achieved "first weave" – this is exceptionally difficult: I'd suggest at BEST half the characters skill in the WORST of the prerequisite Moon skills, and again, the character would need Isho

Lore in excess of the highest prerequisite Moon skill.

Dysha Manipulation

A character can boost the range and or effectiveness of a dysha by weaving in more isho – the character is limited to boosting the isho in a specific dysha a number of times equal to his skill/20 (rounded down): so a skill of 83 allows 4 levels of boosting. Only one third (rounded up) of any such additional "bundles" can be used to increase the range of the dysha: so in the previous example, up to +2 range increment or up to +3 effectiveness. Note that some dyshas are either too complex, or in some cases too simplistic, to add bundles to and thus cannot be boosted in this fashion.

Adding bundles of isho logically enough increases the isho point cost but does NOT require a dysha skill roll. Each bundle in range adds the same range as one use; so one boost of Lightning Blast Range gives it 80m range, two would give it 120m range. Each bundle of isho added also adds 1 SR to the characters timing in melee, and for dyshas only this can exceed 10SR and "wrap round" in to the next melee round. Each bundle added to boost the dysha's effect, unless otherwise noted in the dysha conversion below, steps the dice up one step on the near by table.

So Lightning Blast 83 would allow a maximum effect of 1d10+1d2, or with the single bundle to range, 1d10.

Weave Tricks

Pushing The Weave: The character can attempt to "push the weave" by making a dysha Skill roll when weaving the dysha – if successful he can add 1 additional bundle (still with a maximum of 1/3 total applied bundles in range, and each bundle still adds 1SR). For every 20 points of penalty on the dysha roll the character gets an additional bundle, so making a roll at –60 would, if successful, allow the character an additional 4 bundles. If the characters base skill were 143 that would give them a total of 11 bundles to add, of which up to 4 could be in range and they would need to succeed at a dysha roll against a modified skill of 83. All additional bundles add the usual increase in isho cost of course, and a failed "push" still loses the character all the isho points of the attempted dysha...

Weave Tight

A successful dysha skill roll when weaving the dysha makes it harder to unweave, halving the skill of a caji attempting to unweave the dysha. This adds no isho cost.

Veiled Weave

Cunning caji weave additional, unnecessary isho around orbs and bolts to fool opponents into attempting unweaving or Interference against the wrong moon. The moon skills in the isho types being added to disguising the dysha must be greater than the highest prerequisites skill of dysha. Each five points of Moon skill prerequisite (or fraction thereof) being faked adds 1 point of isho to the cost of the dysha. A character can add dysha Skill/20 types of isho to disguise a dysha. So to disguise Frost Bolt would require a Moon skill in something other than Desti, Du or Gobey, and of at least 51 (the Desti prerequisite is 50). Faking Shal 31 and Luantra 20 would require at least 40 skill in Frost Bolt (allowing the character to add two types of disguising isho), and Launtra and Shal of greater than 50 (the Dysha's highest prerequisite Moon Skill) and add 11 isho to the cost of launching the Dysha: 7 for the Shal and 4 for the Launtra prerequisites faked. Note that the Desti component is still what would be visible to the naked eye in this case, as it's still the highest component... Veiled Weave doesn't require any additional skill roll but the added isho points should be treated as

"bundled" isho for timing purposes so divide it by the base isho cost of the dysha to find the number of SR delay (1 SR for the Frost Bolt).

Invisible Orb

Requires a dysha skill roll at half normal chance, but renders the Orb (no muadra has successfully applied this technique to bolts) invisible to the naked eye at no additional isho cost: thus making hard to defend against (for creatures that rely on visible light, not Tra-sense). Can also be used to vary the shade of colour achieved – and when combined with Veiled Weave, the colour as well, albeit the later tricks are mostly for entertainment purposes. Also note that shanthic life forms don't see visible light, so this is not effective against them, or a weave trick they use.

Complex Path

Again by halving the dysha skill chance the caji can make an orb take a non-linear path to its target. The effects are exceptionally difficult at best (think of a swerve shot in pool or snooker) and can't bend the path by more than about 30 degrees, but add no additional isho point cost. Another favourite of caji "magicians" at fairs and carnivals.

Seytra Weave Tricks

The Sobayid Atlas contains some interesting new dyshas and weave tricks, including co-operative dyshas (dysha woven by teams of caji) and Shal dyshas and weave tricks that interface with the mind, such as Seek: adds a Shal 75 prerequisite to a dysha and doubles the isho cost, but will "home in" on the specified individual if they are within range and the caji has studied them recently (significant changes in Moon skills or personality will cause the dysha 'targeting' to fail).

Sholari should also be receptive to creative minor manipulations of existing dyshas, guided by the above. So, the weave trick to use the dysha Bell to carry a brief (3SR) spoken message (say a few words) would probably require a dysha skill roll at half normal. And so on. Muadra caji are just beginning to truly explore their gift – shantha should not be limited by these considerations.

Unweaving

A character can only unweave dysha's targeted at them. They choose one Moon skill to roll against, but only Moon skills that are a prerequisite of the incoming dysha and in which the unweaving character meets the prerequisite of that dysha will have any effect. The dominant Moon (one with highest prerequisite, faked or real, see Veiled Weave above) in the dysha will be naked eye visible – a successful Tra-sense roll is required to read the other isho present. The Tra sense skill will not reveal which isho, if any, is false of course – generous Sholari might allow an Isho Lore roll for caji that know the same dysha to see if they recognize the dysha. If the roll vs. the chosen Moon skill succeeds, the isho in the dysha unravels and it has no effect. Otherwise, it strikes for full effect. Unweaving counts as a Parry for combat purposes, and if successful uses isho points equal to the base cost of the unwoven dysha (a caji will fail to unweave a dysha if they don't have enough isho points to do so). Note that use of the weave trick "weave tight" makes unweaving more difficult (a character will have to beat half the moon skill).

Interference

Boccords and humans can make COL/3 (round up) interference rolls against a given dysha, counting the groups of rolls together as a parry for combat purposes. Each roll can be against any Moon skill the character has, but only Moon skills of isho actually present in the dysha have any effect (so interfering against the disguising isho in a disguised dysha has no effect on the actual dysha). So a

character with Colour 12 could make four rolls against four of their Moon skills against a single incoming dysha, the four rolls together counting as a parry action for that combat round. Each success with a Moon skill in the incoming dysha cancels a bundle of boosting to effect, pushing the effect dice down one step on the Dysha Effect table (so a 2d10 becomes 1d10+1d8, or 1d8 becomes 1d6). 1d4 effect dysha suffer a –1 per successful interference roll, but always do at least 1 point. If the character successfully interferes with all the Moons/Types of isho in a dysha (excluding "false" isho added to disguise the dysha), he reduces its effectiveness an additional step: so successfully interfering against an unboosted Lightning Blast reduces it to a 1d4-2 effect: The dysha is at minimum effect (1 d4 in this case) so each successful interference imposes a -1 to the base effect and succeeding at interfering against the Desti in the dysha is successfully interfering against all the isho types in the dysha (excluding any disguising isho), so counts as another success, hence 1d4-2.

An attempt to interfere costs half the total isho points in the dysha being interfered with, whether the interference has any effect or not. Provided a character has some isho points, interference will occur: if the cost in isho points exceeds their isho points, the attempt still succeeds and their isho points go to zero, but additionally their Max isho is reduced by 1.

Humans and boccord with Max Isho below 20 double their Moon skills (for interference purposes ONLY) the first time they attempt to Interfere after a good rest/sleep (6+ hours uninterrupted sleep).

Signature Skills

This covers two related skills only open to human and boccord characters, as only those races have the ability deal with isho in the fashion required.

Sense Signature

The characters ability to perceive the high frequency ripples given off by substantial isho concentrations interacting with living things or "isho sensitive objects". A roll under this skill allows the character to perceive the isho signature of a creature or object of which the character has direct line of sight (out to Colour x 5 meters) and on which the character concentrates for 1 round. Through "isho neutral" barriers (a simple non-crystal laced brick wall for example) a character can sense out to their Colour in meters.

Attempts to mask or falsify a signature (see Manipulate Signature below) require, after a successful Sense Signature roll that the sensing character's Colour be matched against the Colour of the person manipulating their signature on the resistance table – if the sensing character succeeds, they penetrate the deception (and may get a Colour gain roll).

Interpretation of a successfully perceived signature is a matter for the GM. Obviously familiar signatures (races or people the character is familiar with) will automatically be recognized, less familiar ones will require an additional roll against Isho Lore skill to interpret and identify correctly, as would studying a signature sufficiently closely to be able to attempt to simulate it by manipulating ones own signature.

Sense Signature is only open to human and boccord characters and has a base score equal to their Colour and Isho scores. It is a perception skill.

Manipulate Signature: The character's ability to manipulate their own isho's high frequency characteristics to alter or suppress their own signature.

Suppress Signature

A successful roll allows a character to crudely match their isho to the back ground. For every point difference between the characters current isho points and the prevailing isho topology modifier, penalize the skill roll by 5. Characters that succeed at a combined Isho Lore/Sense Signature roll (roll and get lower than BOTH) immediately before attempting to suppress their signature can treat their current isho points as within ± Colour for the purposes of the above penalty only. Each round beyond the first the character sustains this requires they succeed at matching their Colour against the isho topology on the resistance table (GM's should apply penalties if the character is doing things that might distract them, such as moving or fighting, say -5 per SR of activity)

Fake Signature

A character can alter their signature, with duration limited as above. A simple Fake Signature roll allows them to have a different isho signature to their own and resembling that of another non-specific individual of a sufficiently familiar and similar species (e.g. human-muadra-boccord-salu-acubon, crugar-woffen-tologra-bronth). More specific impersonations (faking a specific individuals signature) or more radical deceptions (e.g. a human faking a blount signature) will require at least an additional Isho Lore roll and an explanation of how the character knows the signature. Also, subtract the magnitude of the prevailing isho topology modifier from the characters skill roll – attempting such fine isho manipulation in anything other than tranquil isho conditions is more difficult.

Skills of "sho-sen"

The muadra are humans becoming shantha – in an evolutionary sense at least. They are the earth life form showing the greatest degree of adaptation to Sho-caudal and are beginning to experience it as the Shantha do, and have begun to discover ways ion interacting with it.

Tra-sense

This skill represents a muadra's ability to perceive the local isho flow. With a successful roll a character can estimate the local/prevailing isho topology (see table for accuracy) in the immediate vicinity (see table for distance) or future (See table for time period)

TRA-SENSE ROLL	ACCURACY	DISTANCE	PERIOD
Success	± Colour	Colour x 5m	**Colour** x 5 minutes
Special	± 5	Colour x 10m	**Colour** x 10 minutes
Critical	± 1	Colour x 20m	**Colour** x 20 minutes

A successful Tra-Sense roll allows a character to estimate the current isho points (success), Colour (special) and possibly even base/learnt moon skills (critical) of another being or isho sensitive device (Yes, some shanthic devices effectively have Isho, Colour, and Moon skill scores...), typically to within +/-25% of living creatures within Colour x 5 meters and clearly visible (unlike Sense Signature, Tra Sense is defeated by even simple barriers). This skill is only open to muadra and has a base score equal to their Colour and Isho scores. It is a perception skill.

Warp Stabilization: This is not a separate skill, but a difficult (and potentially dangerous) application of a variety of muadra skills.

A character attempts to read the topology of an established but unstable warp and then tries to manipulate it (by kerning in to it!) to maintain (and ideally boost) its stability. Each round the character makes Tra-sense /Tra Moon Skill combined roll (i.e. roll and get less than both): this must succeed for the character to begin, or continue, stabilization. If the roll fails on the first round, the Character can try again next round, but if it fails on a subsequent round (after the character has begun stabilization), the character looses stabilization on the Warp and must make a Tra Moon roll (apply the magnitude of the prevailing isho topology modifier as a penalty) or suffer damage as though they had kerned (20+Isho topology) isho points. If the Tra Sense / Tra skill succeeded the character can attempt to initiate, or maintain for another round, warp stabilization: they expend (20 + isho topology magnitude) isho points and make a Tra Moon skill roll. If successful, the warp is stabilized for the round and can be used safely. If they fail, they suffer no backlash, but the warp is not considered stable this round. A fumble means the warp immediately loses stability, with results as above. A special stabilizes the warp for two rounds and a critical stabilizes the warp for Colour rounds.

Pick Up Isho Wind: This is a technique muadra caji use to replenish their isho point reserves. The character must a make a successful Tra-sense roll to read the local isho topology and must seek out one that has a magnitude greater than 2. Having found such an area, the caji spends Colour x 3 minutes in a light trance and at then end of the time, matches their Colour score against the magnitude of the local isho topology, success adding (Colour score ± Isho Topology) Isho points, up to the character's Max isho.

Caji entropy: This is an exceptionally dangerous technique, favored of the masutin caji and derived from the above method of replenishing low isho points. It can only be attempted when there is a positive (i.e. rising) Isho topology modifier of at least 5. A character makes a Tra Sense roll to read the prevailing isho topology, and then matches their Colour against the magnitude of the isho topology modifier on the resistance table. Success adds isho points equal to the magnitude of the isho topology modifier to the Character's current isho points, and allows them to roll again next round. Failure indicates they cannot attempt Caji Entropy again until all excess isho points so gained have been expelled (and at least Colour hours have passed). Using Caji Entropy a character can boost their current isho points well beyond their Max isho, up to isho Score x 10, but if their isho points do go beyond Max Isho, they must roll every Colour minutes against Colour x (6-(multiples of isho Score above Max isho)) or spontaneously kern ALL their current isho points (see earlier – very messy). After five rolls (i.e. Colour x 5 minutes) this roll must be made every Colour minutes for five more rolls, then every Colour rounds.

Skyrealms of Jorune — Leave your World Behind, Again!

Tauther Name _____
Birthplace _____
Language _____
Religion _____
Race _____
Sex _____ **Age** _____

Characteristics & Rolls

STR ____	DEX ____	INT ____	Idea ____
CON ____	APP ____	ISHO ____	Max ____
SIZ ____	SPD ____	EDU ____	Know ____
COLOR ____		Damage Bonus ____	

Isho Skills

Moons

Shal	____	Estimate Isho	____
Ebba	____	Warp Stabilizing	____
Du	____	Unweaving	____
Gobey	____	Caji Entropy	____
Launtra	____	Interference	____
Tra	____	Signature Spectrum	____
		Mask Signature	____
		False Signature	____
Tra-Sense	____	Race of Signature	____

Isho Points

Unconscious	0	1	2	3				
4	5	6	7	8	9	10	11	
12	13	14	15	16	17	18	19	
20	21	22	23	24	25	26	27	
28	29	30	31	32	33	34	35	
36	37	38	39	40	41	42	43	

Hit Points

Dead	-2	-1	0	1	2	3		
4	5	6	7	8	9	10	11	
12	13	14	15	16	17	18	19	
20	21	22	23	24	25	26	27	
28	29	30	31	32	33	34	35	
36	37	38	39	40	41	42	43	

Tauther Skills

- ❑ Accounting (10%) ____
- Art (05%):
- ❑ _____ ____
- ❑ _____ ____
- ❑ Bargain (05%) ____
- ❑ Climb (DEX+STR%) ____
- ❑ Conceal (15%) ____
- Craft (05%):
- ❑ _____ ____
- ❑ _____ ____
- Current Events (05%) ____
- ❑ Dodge (DEX x2) ____
- ❑ **Earth-Tec (05%)** ____
- ❑ Fast Talk (05%) ____
- ❑ First Aid (30%) ____
- ❑ Hide (10%) ____
- ❑ **Isho Lore (05%)** ____
- ❑ Jump (25%) ____
- ❑ **Learsis (05%)** ____
- ❑ Listen (25%) ____
- ❑ **Military (05%)** ____
- ❑ Natural World (10%) ____
- ❑ Navigate (10%) ____
- ❑ **Orate (05%)** ____
- Other Kingdoms (01%):
- ❑ _____ ____
- ❑ _____ ____
- Other Language (01%):
- ❑ _____ ____
- ❑ _____ ____
- ❑ _____ ____
- ❑ Own Kingdom (20%) ____
- Own Language (EDUx5%):
- ❑ _____ ____
- ❑ Persuade (15%) ____
- ❑ Pilot Boat (01%) ____
- ❑ **Pilot Talmaron (01%)** ____
- ❑ Repair/Devise (20%) ____
- ❑ **Ride Thombo (05%)** ____
- **Shanthas (05%)** ____
- ❑ _____ ____
- ❑ _____ ____
- ❑ Sneak (10%) ____
- ❑ Spot Hidden (25%) ____
- ❑ Status (15%) ____
- ❑ Swim (25%) ____
- ❑ Throw (25%) ____
- ❑ Track (10%) ____
- Write Language (01%):
- ❑ _____ ____
- ❑ _____ ____
- Other Skills
- ❑ _____ ____
- ❑ _____ ____

Weapons

	weapon	*skill %*	*damage*	*hand*	*range*	*#att*	*shots*	*hp*
❑	Fist (50%) ____	____%	1D3+db	1	touch	1	1	n/a
❑	Grapple (25%) ____	____%	special	2	touch	1	1	n/a
❑	Head (10%) ____	____%	1D4+db	0	touch	1	1	n/a
❑	Kick (25%) ____	____%	1D6+db	0	touch	1	1	n/a
❑	Small Knife (25%) ____	____%	1D4+db	1	touch	1	1	10
❑	_____	____%	____	___	____	____	___	____
❑	_____	____%	____	___	____	____	___	____
❑	_____	____%	____	___	____	____	___	____
❑	_____	____%	____	___	____	____	___	____

Armor



Type _____
Armor Points _____
Shield _____ ____%
Armor Points _____

Based on the Cthulhu Dark Ages Character Sheet © Chaosium and using terms from Skyrealms of Jorune © someone or other

BRPs Jorune Character Sheet

Lord and Home

Family and Friends

Description

Journey to Drennship

DYSHAS



GURPS Jorune

By Søren Petersen and Matthew Pook

A Tale of Jorune

Stories tell of how millennia ago mankind travelled across the void between the stars from their home called 'Earth' and settled on Jorune. They found a lush and verdant world not unlike their own, but different in so many ways. Seven moons circled the planet and land masses floated through the sky. The world was also populated, and man bargained with the natives for land to settle on. At first man could not talk to the tall, sightless and hairless natives, called shantha, but other natives, the thriddle, who were as short and wide as the shantha were tall and thin were masters of languages and could talk to both man and shantha. The shantha granted man what he wanted. So it was that man was happy for a time.

But that happiness did not last. Man killed his homeworld in a great war. Earth was no more and so it was that Jorune became the second home for the human race. But on his second home, man saw that they did not have the land they needed to live and took that which was not theirs from the natives. The shantha were angry and when man would not return the land attacked the thieves and struck them down with strange energies. Man looked and saw that they would die on their new home.

But one man did not so, and the saviour of man, known as Carl Bomoveris, brought down a plague upon the shantha and many died. But the damage was enough and now man was spread far and wide across the world and had abandoned the things that he had brought with him from across the stars. They left the land where their brothers had died and went out to work the land for their food.

Another man, Iscin, did not give up the ways that he had brought with him and he worked to save the animals that man had brought as his companions. He took each of them and made them walk on two legs where they had walked on four and gave them voices where they had nought but guttural sounds so that they may speak to him and each other and greatest of all he gave them the power to think as he did. The races of Iscin to this day revere their maker.

Legends say of how Bomoveris found the home of Iscin and killed one of his creations, but Iscin did not punish Bomoveris for he was pleased to see his brother. But the brothers of the one who had died, called crugar, were angry and it was they who struck down Iscin and Bomoveris. In their shock at the death of their creator, the crugar enslaved all the creations of Iscin, but to this day, all the Iscin races blame the crugar for the death of their creator.

After a time, the enslaved races of Iscin, the woffen, the bronth, and the tologra rose up against the second of Iscin's races and broke their bonds. Their exodus lead them far across Jorune and in time they found places to settle. Traveling furthest of all were the tologra, the youngest of Iscin's children. Only in recent times have they returned from

their long journey to travel again in the realms of man.

As man came to live as part of the natural order of things, he began to change. Some grew tall and strong and they came to be known as the boccord. Some did not grow as high as man and found they could use the powers of the shantha. The muadra became wise in the ways of natural energy of the planet and grew to master this "Isho". Some say they will be as powerful one day as the shantha in such ways . . .

Skyrealms of Jorune is a fantasy role-playing game unlike any other, heavily infused with elements of with science that hark back to the game system it was based upon. Andrew Leker and Miles Teves created their campaign using TSR's Metamorphosis Alpha game, but went on to publish it as Skyrealms of Jorune in 1984.

The game appears to be very much a swords and sorcery game, but it is the rationale behind the concepts that makes it science fantasy. Magic is more like a form of psionics involving as it does the manipulation of energy native to Jorune as it flows wind-like around the planet. Many of the races found on Jorune are aliens or the result of genetic manipulation and mutation. And there still remains caches of hi-tech weapons and equipment left hidden by the original colonists.

The depth and originality of Jorune has caused parallels to be made with Empire of the Petal Throne. There are major differences though, not least that Jorune lacks the oppressive society to be found on Tékumel. It remains, like EPT, a game with a devoted following. Currently in its third edition, its future is uncertain and the purpose of this conversion is to spread the word . . .

Your enjoyment of this article will be helped immensely by the possession of these fine books:

GURPS Basic Set, Third Edition, Revised (B)

GURPS Fantasy Folk, Second Edition (FF)

Skyrealms of Jorune, Third Edition (SoJ)

When a page reference is shown like this "p. B45", it means see page 45 of the GURPS Basic Set.

Characteristics

Since Skyrealms of Jorune operates with a D20 roll against stats and skills (vs. GURPS with a 3D6 bell curve), it is advisable to modify the Skyrealms of Jorune scores slightly to make them better usable with the GURPS system.

Multiply the Skyrealms of Jorune characteristic by 5 and find the GURPS score that is closest (on the 'probability of success'-table, p. B45). Example: a Skyrealms of Jorune Strength of 14 (70%) is closest to 12 (74%) in GURPS. The table below summarizes this:

Jorune	GURPS
1	5
2	6
3-4	7
5-6	8
7-8	9
9-11	10
12-13	11
14-15	12
16-17	13
18	14
19	15
20	16

To convert a Skyrealms of Jorune character to GURPS, follow these steps:

ST: Convert Strength on the above table. Add or subtract any injury bonus to that score. For example, a boccord with Strength 13 and a +1 injury modifier would have a final GURPS ST of 12 (13 is converted to 11 and +1 is added).

DX: Convert Agility on the table.

IQ: First, find the average of Education and Learn (round up). Then convert that score on the table.

HT: Convert Constitution on the table.

Hit Points: Each point of positive size modifier gives Extra Hit Points +1. Each point of negative Size modifier gives Reduced Hit Points -1.

Other Skyrealms of Jorune characteristics and their use:

Social: Converted, it becomes Savoir-Faire (culture) skill

Colour: Look at the Colour advantage. Each point of Colour gives 1 point to spend on Colours.

Isho: An 11 in this score gives the Normal Isho advantage. Any amount lower than that gives the Low Isho disadvantage at (11-Isho). A higher amount gives the High Isho advantage at (Isho-11).

Speed: Converted, it becomes Running skill.

Aim: Converted, it becomes Throwing skill.

Spot: Each two points above 11 gives one level of Acute Vision (i.e. Spot 13 would give +1 Acute Vision). A Spot score below 7 qualifies a person for the Bad Sight disadvantage.

Listen: Each two points above 11 gives one level of Acute Hearing (i.e. Listen 14 would give +2 Acute Hearing). A Listen score below 7 qualifies a person for the Hard of Hearing disadvantage.

Let's take an example from the Skyrealms of Jorune rules and convert him. Looking at p. SoJ206, we find Drenn Edwain Yoplon, who has the following stats:

Constitution 12, Social 16, Colour 12, Isho 15, Strength 16, Education 14, Learn 13, Agility 12, Speed 13, Aim 15, Spot 14, Listen 14

In GURPS terms, he would have:

ST 13, DX 11, IQ 12, HT 11

Advantages: Acute Hearing +2, Acute Vision +2, Colour (Moons 12), High Isho +4, Status 2 (Drenn)

Skills: Running 11, Savoir-Faire 13, Throwing 12

Characters

Recommended starting points for a new Skyrealms of Jorune character is 100 points. Sholaris wishing to run a more epic and cinematic game can increase that value at their whim (200 point starting characters will give a more 'John Carter, Warlord of Mars'/ 'Cliffhangers' feel).

Literacy is an advantage on Jorune

Costing the normal 10 points (but see the Semi-literate advantage).

The starting wealth for new characters is 1000 gemules (one gemule is worth one GURPS $). Use the prices shown in the Skyrealms of Jorune rulebook (or, better still, The Sholari's Companion) to buy equipment.

A new character, starting in a country using the Drenn system, is considered Status 0 (an average toth) unless he travels to Ardoth and begins his tothis. When he has received his challisk, he is now Status 1 (tauther) and must pay the normal 5 character points for that advantage. His old friends will readily sign his challisk (giving him free Drenn points equal to his Savoir-Faire skill).

Advantages

Status

In most countries on Jorune, the normal levels of Status apply (p. B191). In places such as Burdoth, where the Drenn system is used, these levels are used instead:

Level	Status
7	Dharsage (realm leader)
6	Sage (province leader)
5	Lystra (country leader)
4	Kesht/Keshtia (high citizen)
3	Chell (city mayor)
2	Drenn (citizen)
1	Daijic, Tauther, Yord
0	Toth (average Burdothian)
-1	Servant
-2	Githerin
-3	Street beggar
-4	Slave

New Advantages

Burst of Speed (10 points)

Burst of Speed gives +2 DX and Enhanced Move +1 for 1D6+4 seconds. This costs 5 points of fatigue. The seemingly slow-moving croid has this advantage.

Capsule Production (30 points)

Cleash can produce small, chemical capsules from certain glands in their abdomen and thorax. A new capsule can be made every minute at the cost of one fatigue point. Their duration is about an hour before they become inert (or explode, should the Sholari wish so). Cleash use their crossbows to shoot capsules at enemies.

This is a short summary of the capsules and their effect (for more details, see p. SoJ 187):

Blinder capsule: Roll HT or be blinded for 5 minutes

Cold capsule: 1D6 cold damage

Fire capsule: 1D6+2 heat damage

Flare capsule: Can be used as a sort of torchlight for an hour

Knock-out capsule: Roll HT to avoid fainting

Repel capsule: Roll HT-2 or be stunned by the stench

Smoke capsule: Creates a cloud of smoke lasting for a few minutes

Tangler capsule: Roll ST to break free from the strands

TJ capsule: Explodes for 2D6 damage

Colour (Moons) (1 point/level)

This advantage determines a persons affinity with the seven moons of Jorune. The moons are Ebba, Desti, Du, Gobey, Launtra, Shal and Tra. Nearly all races on Jorune have this advantage to a higher or lesser degree. The cleash, corastin, croid, ramian and scarmis are the only ones who cannot spend points on Colour

This knowledge of the moons is also a prerequisite to learning dyshas. For example, to learn the Spinner dysha, a Caji would need to know the following Colours:

Du 1	(1 point)
Ebba 15	(15 points)
Gobey 9	(9 points)
Tra 2	(2 points)

(written on his character sheet as Colour (Du 1, Ebba 15, Gobey 9, Tra 2).

This would cost him 27 points (and at least 1/2 point on the M/VH dysha Spinner).

Should he want to learn the Flingers dysha (prerequisites Du 3, Ebba 1), he should first spend 2 more points on his Colour (Du),

bringing it up to 3. Then, he can use 1/2 point on the M/E dysha Flingers.

There is a minimum and maximum limit to how many points a starting character can spend on Colour. These limits are shown below (together with the amount of points a normal person is likely to have):

Race	Limit	Average.
Acubon	1-16	9
Blount	1-13	6
Boccord	3-36	11
Bronth	1-7	4
Crugar	1-14	7
Human	1-16	9
Muadra	6-36	22
Salu	1-16	9
Shantha	9+	140
Thivin	3-18	11
Thriddle	3-18	11
Tologra	1-14	7
Trarch	3-18	11
Woffen	3-18	11

Drenn Points (special)

A tauther's initial Drenn points is equal to his Savoir-Faire skill (default is IQ-4). This represents how many friends are willing to sign his new challisk.

The Sholari must keep track of how many Drenn points each tauther has - a good rule of thumb is to give out as many Drenn points as you give out character points (2-4 per session). When a human tauther has around 50 Drenn points, he can try for citizenship. This interview should preferably be roleplayed (or a reaction roll of Good or better should be rolled for lazy Sholari).

Boccord need 60 points to qualify for Drenn and muadra need 70 points. It is even harder for non-humans to become citizens, but still possible (80 points for bronth, 90 for woffen and 100 points for crugar/cygra).

High Isho (1 point/level)

A normal character has 10 Isho points available. Each point spent on this advantage increases Isho by 1. Muadra start with High Isho +10, giving them a total of 20 Isho points. Used Isho returns to the character after one Jorune day (27 hours)*.

* Or, for more realism, at the rate of 1/27th part each hour. Example: Dai has High Isho +13 (a total of 23). He has spent 20 points of Isho firing Lightning Blasts at rival punks. After 12 hours he has gotten ((23/27)*12) or 10 points of Isho back, bringing his available Isho up to 13.

Normal Isho (0 points)

A person with this advantage would have 10 Isho points. This is the default for most people on Jorune.

Scarmis Control (40 points)

Cleash use the sparkles and aroma produced by their canther to control their slaves, the scarmis. This is essentially the same as the Ally Group advantage (6-20 scarmis, on a 12 or less). The scarmis so controlled will obey orders to the best of their ability, even entering suicidal situations.

Semi-Literate (5 points)

The average toth on Jorune has some small training in reading and writing, but he is not fully literate. He can write his own name, figure out simple street signs and shop names, but he cannot understand complicated text or big words. It will take him a lot of time and effort to read and understand this text. Usually only Iscin or people of high status have full Literacy.

Tra-Vision (50 points)

Most native Jorune life have this advantage (and the Blindness disadvantage). With Tra-vision, they can perceive a complete 360-degree "picture" of their surroundings. This is a very superior version of the Tra-sense skill

and it costs no Isho points to use. See the Radar Sense advantage on p. FF30 for further details.

New Disadvantages

Chiveer (-20 points)

Once every 20 to 30 years in a Ramian's long life, he enters into 'chiveer' for two months. They become barbaric and hostile (gaining the Bad Temper and Bloodlust disadvantages).

Only a critical Willpower roll will prevent Chiveer. These 'Chiven Ranchu-eh' gain a high reputation (+3, all ramians, all the time).

Low Isho (-1 point/level)

A normal person has 10 Isho points available. Each point of this disadvantage reduces Isho by 1, down to a minimum of 1 (Low Isho -9).

No Isho (-15 points)

This disadvantage is only possessed by the ramian. They are blind to the flow and ebb of Isho that surrounds them. They cannot manipulate Isho, learn Colours or use dyshas. They are invisible to creatures using Signature, Tra-sense or Tra-Vision.

Odious Personal Habit (T.L.C). (-5 points)

The unfortunate individual affected with the minor personality disorder popularly known as Thriddle Language Complex has devoted such a substantial interval of time to the concentrated study of Triddis (Triddis; the nuncupative mode of communication favored by thriddle) that khe inadvertently gravitates towards using needlessly complicated and indeed strangely convoluted mannerisms in what would otherwise happen to be the speakers prevalent mode of conversation. Furthermore, this has a surprisingly negative effect on other participants involved in dialogue with the afflicted person, d'you see?

(Non-thriddle who spends points on Triddis should roll their Willpower to avoid gaining this disadvantage. Each full point spent reduces the Willpower roll by one. Example: Edwain spends 1 point learning Triddis. To avoid T.L.C., he must roll his Willpower-1. If he later spends 3 more points on Triddis, the roll is Willpower-4.)

Poor Colour Vision (-5 points)

You have difficulty telling certain colors apart. This makes it somewhat hard for you to function in a civilized society. Your dress sense will certainly suffer. Woffen have this disadvantage.

Scatter-Brained (-10 points)

Sort of like the opposite of Common Sense. Any time you start to do something really smart, you must roll against your IQ or mess up in some spectacular fashion. Scarmis have this disadvantage.

Thriddle Madness (-15 points)

A mild form of Epilepsy. During times of stress, you must roll vs. your HT+2 or suffer from shaking, inability to speak and paranoia for 1D6 minutes. Your trid-nodes will certainly quiver. A successful Savoir-Faire (thriddle) roll will halve the duration. Only thriddle suffer from this malady.

Skills

The following Skyrealms of Jorune skills can all be directly translated to GURPS: Acting, Carpentry, Carving, Climbing, Cooking, Dancing, Fast Talk, First Aid, Fishing, Gaming, Geology, History, Jump, Instruments, Literature, Mathematics, Painting, Philosophy, Physics, Pick Locks, Pick Pockets, Sculpting, Set Traps, Singing, Swim, Teaching, Tracking and Writing.

When a GURPS skill has more than one Skyrealms of Jorune equivalent (i.e. Current Events, Geography, Getting Around and Traveler all translate to Area Knowledge), use the highest Skyrealms of Jorune skill level to determine GURPS skill level.

Skyrealm Skill	GURPS Skill
Animal Handling	Riding (animal)
Arithmetic	Mathematics
Bargain	Merchant
Bureaucracy	Administration
Bio-Tec	Genetic Engineering (Bio-tec)
Biology	Naturalist
Bribe	Streetwise
Caji Etiquette	Savoir-Faire (Caji)
Conceal Self in the Wild	Stealth
Contacts	Streetwise
Creature Care	Veterinary
Crystal Cutting	Prospecting
Current Events	Area Knowledge
Drinking	Carousing
Earth-Tec Operation /Modification	Electronics Operation (Earth-tec)
Etiquette	Savoir-Faire
Farming	Agronomy
Fauna Recognition	Zoology
Flora Recognition	Botany
Foraging	Survival
Geography	Area Knowledge
Getting Around	Area Knowledge
Hide in City	Stealth
Information Search	Research
Juggling	Sleight of Hand
Languages	Linguistics
Limilate Finding	Botany
Limilate Preparation	Chemistry
Lore	History
Medicine	Physician
Military Etiquette	Savoir-Faire (military)
Orating	Bard
Prestidigitation	Sleight of Hand
Sailing Skills	Seamanship
Searching	a Vision roll
Shipwright	Shipbuilding
Silent Movement	Stealth
Story Telling	Bard
Tailing	Shadowing
Thriddle Madness Etiquette	Savoir-Faire (thriddle)
Traveler	Area Knowledge
Underground Info	Streetwise
Weather	Meteorology ("Weather Sense")
Wilderness Travel	Survival

Converting Skill Levels

The four descriptions of skill levels in Skyrealms of Jorune (Unfamiliar, Familiar, Experienced and Seasoned) can be translated to GURPS terms without major problems.

You can choose between these three methods:

Method 1 (easy):

Unfamiliar gives a skill of 5

Familiar gives a skill of 8

Experienced gives a skill of 10

Seasoned gives a skill of 12

Method 2 (slightly more complicated):

Unfamiliar gives a skill of DX-5 or IQ-5

Familiar gives a skill of DX-2 or IQ-2

Experienced gives a skill of DX or IQ

Seasoned gives a skill of DX+2 or IQ+3

Method 3 (even more complicated):

Unfamiliar - has spent no points on the skill (use default level)

Familiar - has spent 1/2 point on the skill

Experienced - has spent 2 points on the skill

Seasoned - has spent 8 points on the skill

Looking back at our friend Edwain, we find that he is:

Seasoned in all Interaction skills, Hide, Languages (Boru, Shantha and Thowtis), Pistol and Sword

Experienced in Bow, Earth-tec, Limilates, Medicine and Thikes

Familiar in all other Languages, in all other Weapon skills, Cooking, Dichandra Stones, Drinking, Gambling, Underground Info and Whosins

(That's quite a lot! Edwain has surely been around)....

Let's take his Bow skill (don't worry, Edwain. You'll get it back):

Using Method 1, he has a skill of 10. Nice and easy.

Using Method 2, he gets a skill of DX, or 11. Also easy.

Using Method 3, he has spent 2 point on this P/H skill, giving him a skill of DX-1, or 10. This requires some calculations, but gives more realistic results with Easy, Hard or Very Hard skills.

Edwain's other skills can be converted in the same way. Just pick one of the methods and stick to it.

New Skills

Caji Entropy

(Mental/Hard - no default)

This is the skill of increasing your Isho points. Only Caji can learn this skill. See the description on p. SoJ98 for details. The following is a summary:

It costs 1 character point to attempt Caji Entropy, whether the attempt is successful or not. If the Caji has no unspent character points, the Sholari should deduct one from the Caji's next coming points.

Each roll costs 1 Fatigue point.

Each roll takes 5 minutes of game time.

The first successful skill check in Caji Entropy increases Isho to full (if it is lower than that) and sets the Isho multiplier to 1.

Each additional success raises the Isho multiplier by 1.

After 3 successes, where Isho points have been multiplied by 3, rolls cost 5 Fatigue points each.

The Isho multiplier can get no higher than x5.

Any Isho above normal must be used (or kerned) within one hour, or all Isho will be lost and the Caji suffers 1D6-2 damage to a random hit location for every 10 full points of Isho lost. (So a Caji with 81 Isho would take eight times 1D6-2 points damage. Ouch!).

Drill

(Mental/Easy - defaults to IQ-4)

This is a skill taught (or beaten) into recruits that teaches them to maneuver as a single unit on the battlefield. It conditions them to understand and follow orders in the heat of battle whether by voice or other signals.

Dyshas

(Mental/varies - no default)

This represents the Caji's skill at weaving dyshas (to actually hit with them, see the skill Dysha Throwing). A successful use of this skill means that the desired dysha has been weaved. A failure cost the Caji 1 Isho, but he can try again the next round. Each dysha is a separate skill.

Example: Dai, a muadra githerin decides to get learn Lightning Blast. Looking at the description, we see that it is an Easy dysha, requiring only Desti 3. He spends 3 points on Colour (Desti), 1/2 point on Lightning Blast (giving him a skill of IQ-1, or 11) and 1/2 point on Dysha Throwing (giving him a skill of DX-1, or 14). For a total cost of 4 points (or

800 hours of study in a kerning bay), Dai the dyte punk is now ready to terrorize the poor toth of Ardoth.

It is suggested that starting Caji only learn the Easy and Average dyshas. Let them find teachers for the harder dyshas during the course of the game. Actually, for a Caji to know all the 25 Easy and Average dyshas, he would need to spend at least 12.5 points on dyshas and 65 points on Colour (Desti 10, Du 7, Ebba 10, Gobey 12, Launtra 12, Shal 8 and Tra 6)!

Dyshas can be used by: bronth (of a certain age), crugar, cygra, muadra, shantha, thriddle and woffen.

Dysha Throwing (Physical/Easy - defaults to DX-3)

This is the skill of hitting a target with a weaved dysha. Dyshas have SS 13, Acc +2, 1/2D none and variable Maximum range. See p. SoJ103 for a summary of dysha ranges.

Ebitra

(Physical/Hard - no default)

Shanthas are skilled at their own form of martial art called Ebitra, where their limbs are infused with Isho to become deadly weapons. This is their preferred method of disabling an opponent in close combat because unweaving incoming dyshas is not possible in melee situations. A shantha can parry with either hand as if it was a weapon, using 2/3 of his Ebitra skill as his parry defense.

Used offensively, Ebitra increases the amount of damage done. 1/4 of a user's Ebitra skill, rounded down, is added to the basic damage he does with hands or feet (so a shantha with Ebitra 16 would gain a +4 damage bonus). It costs one point of Isho per round to use Ebitra. See also the description on p. SoJ145.

INTERFERENCE (MENTAL/HARD - DEFAULTS TO IQ-6)

Interference is a skill used by humans and boccord to diminish or even nullify the power of incoming dyshas. This ability is usually only taught in kerning bays, and unless a character is studying to be a hishtin, the people at the kerning bay will be very reluctant to let him learn more than one point of this skill. Caji have no desire for normal humans and boccord to walk around immune to their dyshas.

You must successfully Interfere with the primary Colour of a dysha (i.e. blue for dyshas from the Shal group) in order to unravel it. So, you will need to choose which Colour you wish to use. This will normally be the brightest visible color of the dysha (if you think that the Caji has disguised the dysha with another Colour, you must guess which Colour is the primary). You cannot Interfere with a Colour you don't know.

The Isho cost to Interfere is equal to one half of the Isho of the incoming dysha (round down). This Isho is lost whether you succeed or not. If you haven't got enough Isho, the remainder will be drained from your fatigue points.

Your chance to Interfere depends on your Interference skill and how many points you have spent on the Colour (Moon) you wish to use. There are penalties for low scores and bonuses for high scores. This chart shows the modifiers to your Interference roll:

Moon	Modifier
1	-5
2	-4
3-4	-3
5-6	-2
7-8	-1
9-11	0
12-13	+1
14-15	+2
16-17	+3
18	+4
19	+5
20	+6

Humans and boccord with Isho below 20 get a +5 bonus to their first Interference roll of each day.

For normal dyshas, a successful Interference roll is enough to unravel them and render them harmless. For dyshas doing damage, damage will be reduced by 2 points for each point you made your skill roll by. A critical success will completely negate any dysha.

If you have chosen to Interfere with a wrong Colour, if you don't know the primary Colour or if your Interference roll fails, the dysha takes full normal effect.

Example: Drenn Edwain Yoplon is taking a stroll near the Grunther Bridge when he spots an scruffy-looking dyte punk. The dyte suddenly throws a red bolt towards Edwain. Edwain tries to Interfere. He guesses that the dyte didn't have time to fool around with disguising the dysha, so he will try to Interfere with the red color (Desti).

Edwain has Colour (Desti 5, Ebba 4 and Shal 3) and Interference 10. Since he has Desti 5, the penalty is -2 (see the chart above). However, this being his first Interference roll in several weeks, he gets a +5, leaving a total modifier of +3. Edwain rolls a 9 on 3D6, and the damage of the Lightning Blast is reduced by 8 (made his roll by 4 points, multiplied by 2). This costs Edwain 5 points of his Isho.

Note: It might be wise to calculate your modifiers beforehand and note them on your character sheet, so you won't have to look at this table each time you Interfere. In Edwain's case, his skill could be noted as Interference 10 (Desti -2, Ebba -3 and Shal -3).

Isho Weather

(Mental/Hard - defaults to Meteorology-6, Prerequisites: Mathematics-12+)

See the description on p. Soj74. This is a Scientific skill.

Languages (Mental/varies - defaults: varies)

These are some of the different languages spoken on Jorune. The difficulty for a non-native speaker is also shown (for a native speaker, his own language will always be of Average difficulty):

Easy languages

Corastin

Average languages

Boru (defaults to Thowtis-2), Chaun-Tse, Entren, Hotha, Thivin, Thowtis (defaults to Boru-2) and Troffa

Hard languages

Abahth, Acubon, Cleash, Croid, Gee'bo'ko'ushic, Rorch-ko and Triddis

Very Hard languages:

Shantha

Note: Entren has drifted considerably from modern-day English. An English-speaker would need to roll at -4 to understand and speak Entren.

Ramian Gender Identification

(Mental/Very Hard - no default)

This is the skill used by thriddle to determine the gender of a ramian. Most thriddle have this skill (those that don't, will still insist that they have it). Thriddle are justifiably very proud of this highly useful skill and will never teach it to other races.

Save Crill Boc-Rod

(Mental/Hard - defaults to IQ-6 or Naturalist-4)

The ability to extract the valuable boc-rod from the tail of a dead Crill. An invaluable skill (if only for the silly name!)

Savoir-Faire

(specialization) (Mental/Easy - defaults to IQ-4)

This is the skill of 'good manners' - whatever they may be in your own culture. It functions exactly the same as the Savoir-Faire skill in GURPS (see p. B64), with the only exception being that you must choose a specialization. The various specializations default to each other at -4. Some samples include: Caji, high society, Iscin, military or thivin.

If you want to learn the Savoir-Faire skill for a racial group different from your own, the difficulty rises to Mental/Hard. There are four different racial groups on Jorune:

Human races (this includes boccord, muadra and all mutations, e.g. salu)

Iscin races (blount, crugar, bronth, tologra and woffen)

Lamorri races (all of the lamorri servant and slave races)

Shantha (the original Jorune natives)

Examples: Edwain has Savoir-Faire (high society). If he wants to learn Savoir-Faire (military), it is a M/E skill. Should he wish to study the ways of the ramian, he would need the M/H skill Savoir-Faire (ramian). A thriddle (a member of the lamorri racial group) would learn the M/E skill Savoir-Faire (ramian) to study ramians, but the M/H skill Savoir-Faire (boccord) to study boccord.

Signature

(Mental/Hard - defaults to IQ-6)

There are four different ways of using the Signature skill, namely Fake, Mask, Scan and Spectrum. Each ability is used by rolling vs. Signature skill.

Fake: This ability allows the user to fake your signature so that he appears as another creature. It costs one Isho point each two seconds to maintain. The more successful the Signature skill roll, the more the Signature will change:

Skill made by 2: Can change between Boccord, Human and Muadra

Skill made by 4: Can change to any Earth-based life-form

Skill made by 6: Can change to any life-form with Isho

Another use of Fake is to calm (or enrage) animals. A Signature skill roll will allow a person to influence the mood of any Jorune-based animal. The more successful the roll, the easier it is to control the animal.

Mask: This ability allows the user to mask his signature so that he is harder to detect by creatures using Scan or Tra-sense. It costs one Isho point each two seconds to maintain. Each point by which skill roll is made subtracts 2 from the skill of the creature trying to spot the user (i.e. a boccord makes his Signature skill roll by 7 points. Anyone trying to spot him using Scan or Tra-sense would roll at -14).

Scan: This ability makes it possible to read the signature of a creature and determine what race it is. Ramian do not show up on Scan (or Spectrum). The more successful the Signature skill roll, the more information the Sholari should give out about the target.

Spectrum: This ability allows the user to determine what Colours his target knows. As always, the more successful the Signature skill roll, the more information the Sholari should give out.

Note: Sholaris can either choose the above approach or use four separate Signature skills (False Signature, Mask Signature, Race Signature and Signature Spectrum). Each skill would then be a Mental/Hard skill, defaulting to IQ-6 or any other Signature skill-2. Boccord still have a +2 to Signature, but now that the bonus applies to four skills instead of one, the cost of playing a Boccord rises to 35 points (39 for females).

Sis-naun (Physical/Hard - no default)

This is the Gloundan version of Karate. Use the bonuses for that skill (see p. B51). See also the description on p. SoJ56.

Thikes

(Physical/Easy - defaults to DX-4 or Brawling-2)

Thikes are a sort of spiked gloves favored by jers. A set of thikes cost 100 gemules and weigh about 2 lbs. They do thrust/impaling damage and are only suitable for close combat.

Tra-sense

(Mental/Hard - no default)

This skill allows the user to perceive the amount of Colour an object or person has. When using this skill (which costs 1 point of Isho per minute), the caji sees what he normally sees, but the world is also awash with Colour - he can see the vibrant life Isho of the trees all around him, the ominous red Desti of the passing dyte punk and the swirl of brilliant Colours that is a shantha. A skilled user can determine precisely what Colours another person knows and can also discern which Colours a dysha is weaved from.

Unweaving (Mental/Hard - no default)

Caji use their Tra-sense to sense an incoming dysha and their skill at Unweaving to render it harmless. To Unweave a dysha, the Caji must have a higher Colour than at least one of the Colours in the dysha. He must then spend a number of Isho points (from 1 to 10, see p. SoJ99) and attempt to roll his Unweaving skill. If he is successful, the dysha is dispelled.

Example: A Suspension Orb is fired at a Caji. Naturally he doesn't want to get hit by this dysha, so he tries to Unweave it. Rolling a successful Tra-sense, he learns that the yellow orb is composed of Ebba 12, Gobey 9 and Tra 4.

The Caji has Colour (Desti 2, Du 1, Ebba 4, Gobey 9, Launtra 6, Shal 7, Tra 4), so he is exactly skilled enough in both Gobey and Tra to unweave it.

He knows that Suspension Orb is a Hard skill, so he spends 5 of his Isho points. Rolling a 9 vs. his Unweaving skill, the orb is unwoven.

Had it been a Penetration Bolt (Desti 16, Tra 10), the Caji would not have been able to unweave it (his Desti and Tra skills being too low).

Whistling (Mental/Average - no default)

This is the skill of using whistles and bird calls to communicate with. Only the Gloundan Shadow Warriors teach this skill and they jealously protect its secrets. They developed it during the time they were defending against the frequent crugar raids into the forests of Glounda. Using this skill, messages can be passed and understood over long distances.

Dyshas

Consult p. SoJ103 for a list of the dyshas and their prerequisites. Each dysha is a separate skill. Casting time for all dyshas is one turn. For the effects of critical success and critical failures, see p. B146-147.

The difficulty of a dysha is the same in GURPS as in Skyrealms of Jorune (Easy=Easy, Moderate=Average, Hard=Hard and Very Hard=Very Hard). Ranges and Prerequisites are also identical. For example:

Body Freeze

Requires Shal 16, Desti 10

Isho, Range, Difficulty - 35, 10 yards, Hard would, in GURPS terms, be a Mental/Hard dysha, requiring Colour (Shal 16 and Desti 10). The Isho cost to weave the dysha is 35 and it has an effective range of 10 yards.

Increasing the power of a dysha

It is possible to boost the effect and range of any dysha. By spending double the original Isho cost, a Caji can either increase a dyshas damage by +1D6 or double the range. By spending three times the Isho, damage could be increased to +2D6 or the range could be tripled. There is no upper limit to how powerful a dysha can become - the only real limit is the Caji's Isho.

Example: Ta-Sharn, a shanthic Copra, is confronted with a large group of cleash. His current Isho is 250, and he starts to weave a Crater dysha. Normally, this dysha does 2D6+1 explosive damage in a huge blast that burns everything nearby, but Ta-Sharn is tired and cranky and he wants to get rid of these pesky cleash as soon as possible. He decides to increase the range to 20 meters and boost the damage to 7D6+1. This costs him a total of 210 points of Isho: 30 Isho for the basic dysha, 30 Isho more for the doubled range and (5x30) 150 Isho for the extra 5D6 damage. Stepping over the smoldering corpses of the cleash, Ta-Sharn heads for home...

Brain Blast

Causes a Stun and 1D6-3 damage

Cast Energy

Causes 1D6+2 points of heat damage

Constrictor

Causes 1D6+1 points cutting damage to the item being constricted. Can easily sever a hand and is likely to cripple an arm or a leg

Crater

Causes 2D6+1 points of explosive fire damage

Craze

Lasts for 5 seconds. Inflicts 1D6-1D6 damage

Fire Touch

Causes 2D6+1 points of heat damage

Flingers

Each Flinger causes 1D6-3 points of heat damage. Each orb travels in a slightly different direction. The Caji can either aim all five orbs at one hit location or let them disperse randomly. In the latter case, each orb has a -5 to hit, but hits a random location.

Frost Bolt

Causes 2D6 points of cold damage

Healer

Restores up to 5 hit points to the subject. Each 30 minutes after treatment, the patient recovers 1 hit point.

Lightning Blast

Causes 1D6 points of fire damage

Lightning Strike

Causes 3D6 points of fire damage plus knockback

Night Eyes

Gives the Night Vision advantage for 10 seconds

Penetration Bolt

Causes 1D6 points of fire damage. Ignores all armor. Will not work on targets without Isho (e.g.. ramians)

Ping

Will cause Mental Stun for 1 second if a HT roll is failed

Power-Hold

Roll your ST to break free. Normally lasts for 30 seconds. Each point of Size adds or subtracts 10 seconds (so corastin and croid are unaffected by Power-Hold). Some different Sizes (those not shown have normal Size): Blount, muadra, thivin and thriddle have -1 Size. Boccord, cleash, ramian, shantha and

tologra have +1 Size. Bronth have +2 Size. Corastin and croid have +3 Size

Power-Orb

Causes 1D6+1 crushing damage

Quantum

Causes 1D6-1 points of heat damage

Shield

Reduces the damage of all incoming non-Isho attacks by 10 for one second

Spinner

A successful Body Sense roll is needed to recover from Spinner

Tumble

Subtract 3 points from damage per yard fallen

Races

We have not tried to determine Early Maturation vs. Short Lifespan, High Technology vs. Primitive or Wealth vs. Poverty. You are welcome to add these, should you feel you need them.

An optional 'skill package' is included for each race. This includes skills that would be known by most adult members of that race. The cost of the skill package is not included in the total racial point cost.

Acubon (-12 points)

Acubon have +1 ST (10 points), -2 IQ (-15 points) and +1 HT (10 points). They have the advantages Acute Hearing +1 (2 points), Amphibious (10 points), Damage Resistance +1 (3 points), Gills (10 points), Nictating Membrane +1 (10 points) and Pressure Support +1 (5 points). They have the disadvantages Appearance (ugly) (-10 points), Bad Temper (-10 points), Dependency (fresh water, weekly) (-10 points), Low Isho -3 (-3 points), Odious Racial Habit -2 (no sense of humor) (-10 points) and Reputation -2 (-10 points).

Acubon skill package (4 points): Brawling at DX (1 point), Language (Acubon) at IQ (free), Savoir-Faire (acubon) at IQ (1 point), Spear at DX-1 (1 point) and Stealth at DX-1 (1 point).

Blount (-70 points)

Blount have -1 ST (-10 points), -2 IQ (-15 points) and -1 HT (-10 points). They have the advantage Nictating Membrane +1 (10 points). They have the disadvantages Appearance (ugly) (-10 points), Dependency (moisture, daily) (-15 points), Low Isho -5 (-5 points), No Sense of Smell /Taste (-5 points), Reduced Hit Points -1 (-5 points) and Uneducated (-5 points).

Blount skill package (8 points): Area Knowledge (swamp) at IQ (1 point), Botany at IQ-2 (1 point), Knife at DX-1 (1/2 point), Language (Abahth) at IQ (free), Poisons at IQ-1 (2 points), Savoir-Faire (blount) at IQ (1 point), Stealth at DX-1 (1 point), Survival (swampland) at IQ-1 (1 point) and Swimming at DX-1 (1/2 point)

Boccord (26 points - 30 for females)

Boccord have +2 ST (20 points) and +1 HT (10 points). They have the advantages Extra Hit Points +1 (5 points) and Normal Isho (0 points). They have the disadvantages of Giantism (-10 points) and Social Stigma (second-class citizen) (-5 points). They have the racial skill bonuses of Interference +2 (3 points) and Signature +2 (3 points).

Female Boccord add +2 to their Colour (Desti and Launtra) (4 points).

Boccord skill package (7 points): Animal Handling at IQ-2 (2 points), Bow at DX-2 (1 point), Interference at IQ (1 point), Language (Entren) at IQ (free), Savoir-Faire (boccord) at IQ (1 point), Signature at IQ (1 point) and Two-Handed Sword at DX-1 (1 point).

Bronth (49 points)

Bronth have +4 ST (45 points) and DX +1 (10 points). Their advantages are Acute Hearing +3 (6 points), Acute Taste and Smell +1 (2 points), Damage Resistance +1 (3 points) and Extra Hit Points +2 (10 points). Their disadvantages are Code of Honor (bronth) (-10 points), Inconvenient Large Size (-10 points), Low Isho -2 (-2 points) and Odious Racial Habit -1 (mallmis-freaks) (-5 points).

Bronth skill package (6 points): Animal Handling at IQ-2 (1 point), Broadsword at DX-1 (1 point), Games at IQ (1 point), Language (Boru) at IQ (free), Savoir-Faire (bronth) at IQ (1 point), Strategy at IQ-2 (1 point) and Tactics at IQ-2 (1 point).

Cleash (64 points)

Cleash have -2 IQ (-15 points) and -1 DX (-10 points). They have the advantages Acute Hearing +2 (4 points), Acute Vision +2 (4 points), Capsule Production (30 points), Damage Resistance +4 (12 points), Extra Arms +2 (20 points), Extra Hit Points +1 (5 points), Passive Defense +3 (75 points), Scarmis Control (40 points) and Temperature Tolerance (partial) (5 points). They have the disadvantages Appearance (hideous) (-20 points), Bloodlust (-10 points), Fanaticism (kill all shanthas and invade the Mountain Crown) (-15 points), Incompetence (Stealth) (-1 point), Intolerance (all other races except scarmis) (-10 points), Low Isho -9 (-9 points), Odious Racial Habit -3 (uses their unhatched eggs as currency) (-15 points), Poor Grip (-5 points) and Reputation -4 (-20 points). They have the racial quirk Loves to eat spirrics (-1 point).

Cleash skill package (9 points): Camouflage at IQ-1 (1/2 point), Crossbow at DX (1 point), Language (Cleash) at IQ (free), Language (Gee'bo'ko'ushic) at IQ-2 (1 point), Polearm at DX-1 (1/2 point), Savoir-Faire (cleash) at IQ (1 point), Survival (arctic) at IQ (2 points), Survival (jungle) at IQ-1 (1 point), Throwing at DX (1 point) and Traps at IQ-1 (1 point).

Note: Cleash have a reaction penalty of at least -12, so they are not exactly welcome at the more fashionable Jorune restaurants...

Corastin (42 points)

Corastin have Enhanced Strength 17 (80 points), -1 DX (-10 points) and -2 IQ (-15 points). They have the advantages Claws (15 points), Damage Resistance +2 (6 points), Extra Hit Points +3 (15 points), High Pain Threshold (10 points), Language Talent +1 (2 points), Passive Defense +1 (25 points) and Sharp Teeth (5 points). They have the disadvantages Appearance (ugly, but very intimidating) (-10 points), Bad Sight (nearsighted) (-25 points), Compulsive Behavior -2 (needs privacy for daily grooming) (-10 points), Greed (-15 points), Hard of Hearing (-10 points), Inconvenient Large Size (-10 points), Low Isho -9 (-9 points) and Uneducated (-5 points). They have the racial skill bonus of Intimidation +3 (3 points).

Corastin skill package (7 points): Axe/Mace at DX-2 (2 points), Brawling at DX (1 point), Freight Handling at IQ-1 (1 point), Language (Corastin) at IQ+2 (free), Language (Entren) at IQ+1 (1 point), Savoir-Faire (corastin) at IQ (1 point), Savoir-Faire (human) at IQ-3 (1/2 point) and Savoir-Faire (thriddle) at IQ-1 (1/2 point).

CROID (100 points)

Croid have Enhanced Strength 18 (90 points), -1 DX (-10 points) and -3 IQ (-20 points). They have the advantages Burst of Speed (10 points), Cast Iron Stomach (15 points), Claws (15 points), Damage Resistance +3 (9 points), Extra Hit Points +3 (15 points), High Pain Threshold (10 points), Passive Defense +1 (25 points) and Long Tusks (50 points). They have the disadvantages Appearance (hideous) (-20 points), Bad Sight (nearsighted) (-25 points), Berserk (-15

points), Hard of Hearing (-10 points), Inconvenient Large Size (-10 points), Low Isho -9 (-9 points), Reduced Move -2 (-10 points), Uneducated (-5 points) and Weakness (cold) (-5 points).

Croid skill package (2 points): Brawling at DX (1 point), Language (Croid) at IQ (free) and Throwing at DX (1 point).

Crugar (14 points)

Crugar have +1 DX (10 points). They have the advantages Acute Hearing +3 (6 points), Acute Taste and Smell +2 (4 points), Claws (15 points), Colour (Desti 3) (3 points), Combat Reflexes (15 points), Damage Resistance +1 (3 points), Enhanced Move +2 (but only when on all fours) (10 points), Perfect Balance (15 points) and Sharp Teeth (5 points). They have the disadvantages Bad Sight (Nearsighted) (-25 points), Bad Temper (-10 points), Code of Honor (crugar) (-5 points), Colour Blindness (-10 points), Intolerance (woffen) (-5 points), Low Isho -2 (-2 points) and Reputation -3 (killers of Iscin) (-15 points).

Crugar skill package (9 points): Brawling at DX (1 point), Broadsword at DX-3 (1 point), Climbing at DX-1 (1 point), Dysha Throwing at DX-1 (1/2 point), Jumping at DX (1 point), Language (Chaun-Tse) at IQ (free), Lightning Blast at IQ-1 (1/2 point), Savoir-Faire (crugar) at IQ (1 point), Running at HT-2 (1 point), Spear at DX-3 (1 point) and Stealth at DX-1 (1 point).

Note: The cygra, northern cousins of the crugar, does not have the Bad Temper disadvantage. It costs 24 points to play a cygra.

Human (0 points)

Humans have normal characteristics, advantages and disadvantage. Most humans have the advantage Normal Isho (0 points).

Lamorri (at least 249 points)

Lamorri have +4 ST (30 points), +1 DX (10 points), +2 IQ (20 points) and +3 HT (30 points). They have the advantages Acute Hearing +3 (6 points), Acute Vision +2 (4 points), Ally Group (20-100 slaves, on a 12 or less) (60 points), Claws (15 points), Combat Reflexes (15 points), Damage Resistance +4 (12 points), Enhanced Move +1 (10 points), Extended Lifespan +2 (10 points), Extra Hit Points +2 (10 points), Night Vision (10 points), Passive Defense +2 (50 points), Secret Communication (20 points), Sharp Teeth (5 points), Strong Will +2 (8 points) and Unfazable (15 points). They have the disadvantages Appearance (hideous) (-20 points), Inconvenient Large Size (-10 points), Intolerance (all non-lamorri) (-10 points), No Isho (-15 points), Odious Racial Habit -2 (no sense of humor) (-10 points), Reputation -4 (-20 points) and Stubbornness (-5 points). They have the racial quirk of Never forgets an injury or injustice (-1 point).

Note: Lamorri will have easy access to very advanced technology (TL 10+).

Muadra (-12 points)

Muadra have -1 ST (-10 points). They have the advantage High Isho +10 (10 points). They have the disadvantages Reduced Hit Points -1 (-5 points), Reputation -1 (from most humans) (-2 points) and Social Stigma (second-class citizen) (-5 points).

Muadra skill package (1 point): Language (Entren) at IQ (free) and Savoir-Faire (muadra) at IQ (1 point)

Note: Muadra Caji would be skilled in Caji Entropy, Dysha Throwing, Isho Weather, Tra-sense and Unweaving.

Ramian (38 points)

Ramian have +1 ST (10 points) and +2 DX (20 points). They have the advantages Acute Hearing +2 (4 points), Acute Vision +2 (4 points), Combat Reflexes (15 points), Damage

Resistance +2 (6 points), Enhanced Move +1 (10 points), Extended Lifespan +1 (5 points), Extra Hit Points +1 (5 points), Passive Defense +1 (25 points), Secret Communication (20 points) and Unfazable (15 points). They have the disadvantages Appearance (ugly) (-10 points), Dread (shanthas) (-15 points), Inconvenient Large Size (-10 points), Intolerance (all non-ramian) (-10 points), No Isho (-15 points), Odious Racial Habit -2 (no sense of humor) (-10 points), Reputation -2 (-10 points) and Unhealing (heals very slowly without shirm-eh) (-20 points). They have the racial quirk of Never forgets an injury or injustice (-1 point).

Ramian skill package (10 points): Agronomy at IQ or Fishing at IQ+1 (2 points), Bolas at DX-1 (1 point), Climbing at DX-1 (1 point), Hard-sword (use Broadsword skill) at DX-1 (1 point), Language (Rorch-ko) at IQ (free), Running at HT-1 (2 points), Savoir-Faire (ramian) at IQ (1 point) and Survival (swampland) at IQ (2 points).

Salu (44 points)

Salu have +1 ST (10 points) and +1 HT (10 points). They have the advantages Acute Hearing +1 (2 points), Amphibious (10 points), Damage Resistance +1 (5 points), Gills (10 points), Nictating Membrane +1 (10 points) and Pressure Support +1 (5 points). They have the disadvantages Appearance (unattractive) (-5 points), Dependency (salt water, weekly) (-10 points) and Low Isho -3 (-3 points).

Salu skill package (5 points): Language (Entren) at IQ (free), Savoir-Faire (salu) at IQ (1 point), Seamanship at IQ+1 (2 points), Shipbuilding IQ-2 (1 point) and Spear at DX-1 (1 point).

Scarmis (53 points)

Scarmis have -2 IQ (-15 points). They have the advantages Acute Hearing +1 (2 points), Acute Vision +1 (2 points), Damage Resistance +4 (12 points), Enhanced Move +1 (10 points), Extra Legs +2 (5 points), Language Talent +1 (2 points), Passive Defense +3 (75 points), Peripheral Vision (15 points) and Venom (irritant, sprayed) (20 points). They have the disadvantages Appearance (ugly) (-10 points), Dread (durlig) (-10 points), Incompetence (Stealth) (-1 point), Low Isho -9 (-9 points), Reputation -2 (-10 points), Scatter-Brained (-10 points), Subjugated (by the cleash) (-20 points) and Uneducated (-5 points).

Scarmis skill package (9 points): Botany at IQ-2 (1 point), Brawling at DX-1 (1/2 point), Language (Cleash) at IQ (2 points), Language (Gee'bo'ko'ushic) at IQ+1 (free), Savoir-Faire (cleash) at IQ-1 (1/2 point), Savoir-Faire (scarmis) at IQ (1 point), Running at HT-2 (2 points), Spear at DX-1 (1 point) and Throwing at DX (1 point).

Shantha (at least 303 points)

Shantha have +1 ST (10 points), +2 DX (20 points), +1 IQ (10 points) and +1 HT (10 points). They have the advantages Acute Hearing +1 (2 points), Acute Vision +8 (16 points), Colour (all seven Moons 20+) (140 points), Empathy (15 points), Extended Lifespan +2 (10 points), Extra Hit Points +1 (5 points), High Isho +50 (50 points), Tra-Vision (50 points), Unfazable (15 points) and Voice (10 points). They have the disadvantages Appearance (unattractive) (-5 points), Blindness (-50 points) and Intolerance (most h-oomans) (-5 points).

Some typical skills are Dysha Throwing, Ebitra, Isho Weather, Language (Shantha), Savoir-Faire (shantha), multiple dyshas and Unweaving.

Thivin (31 points)

Thivin have -1 ST (-10 points) and +1 DX (10 points). They have the advantages Acute Hearing +1 (2 points), Acute Vision +1 (2 points), Extended Lifespan +1 (5 points),

Language Talent +2 (4 points), Musical Ability +3 (3 points), Normal Isho (0 points), Rapid Healing (5 points) and Voice (10 points) They have the disadvantages Compulsive Behavior (gambling) (-10 points) and Reduced Hit Points -1 (-5 points). They have the racial skill bonus of Merchant +3 (3 points) and an overall +2 bonus to all Craft skills (12 points).

Thivin skill package (15 points): Bard at IQ+1 (1 point), Craft skill (specify) (4 points), Fast-Talk at IQ-1 (1 point), Language (Entren) at IQ+1 (1 point), Gambling at IQ (2 points), Games at IQ (1 point), Language (Thivin) at IQ+2 (free), Merchant at IQ+3 (2 points), Musical Instrument at IQ+1 (1 point), Savoir-Faire (human) at IQ (1 point), Savoir-Faire (thivin) at IQ+2 (1 point).

Thriddle (29 points)

Thriddle have -4 ST (-30 points), -1 DX (-10 points), +4 IQ (45 points) and -2 HT (-15 points). They have the advantages Acute Vision +2 (4 points), Cultural Adaptability (25 points), Eidetic Memory (30 points), Language Talent +3 (6 points), Lightning Calculator (5 points), Literacy (10 points), Normal Isho (0 points) and Mathematical Ability (10 points). They have the disadvantages Appearance (ridiculous) (-5 points), Cowardice (-10 points), Extremely Curious (-10 points), Reduced Hit Points -1 (-5 points), Reduced Move -1 (-5 points) and Thriddle Madness (-15 points). They have the racial quirk Loves to smoke giggit pipes (-1 point).

Thriddle skill package (6 points): Diplomacy at IQ (1 point), History at IQ-2 (1/2 point), Language (Entren) at IQ+4 (1/2 point), Language (Shantha) at IQ+2 (1 point), Language (Triddis) at IQ+5 (free), Savoir-Faire (human) at IQ (1 point), Savoir-Faire (shantha) at IQ (1 point), Savoir-Faire (thriddle) at IQ+2 (1 point).

Note: Most thriddle will also know several Scientific skills. Thriddle are the nerds of Jorune...

Tologra (93 points)

Tologra have +2 ST (20 points) and DX +1 (10 points). They have the advantages Acute Hearing +3 (6 points), Acute Taste and Smell +3 (6 points), Acute Vision +1 (2 points), Claws (15 points), Combat Reflexes (15 points), Damage Resistance +2 (6 points), Extra Hit Points +1 (5 points), Enhanced Move +1 (10 points), Night Vision (10 points) and Sharp Teeth (5 points). They have the disadvantages Code of Honor (tologra) (-5 points), Low Isho -2 (-2 points) and Sleepy (-10 points).

Tologra skill package (5 points): Brawling at DX (1 point), Broadsword at DX-1 (1 point), Climbing at DX-1 (1 point), Language (Hotha) at IQ (free), Savoir-Faire (tologra) at IQ (1 point) and Stealth at DX-1 (1 point).

Trarch (-6 points)

Trarch have +1 ST (10 points) -2 IQ (-15 points) and +1 HT (10 points). They have the advantages Acute Hearing +1 (2 points), Acute Vision +1 (2 points) and Normal Isho (0 points). They have the disadvantages Appearance (unattractive) (-5 points), Odious Racial Habit -1 (swings with club while talking) (-5 points) and Uneducated (-5 points).

Trarch skill package (9 points): Axe/Mace at DX (2 points), Brawling at DX (1 point), Climbing at DX-1 (1 point), Language (Troffa) at IQ (free), Naturalist at IQ-2 (1 point), Savoir-Faire (trarch) at IQ (1 point), Stealth at DX-1 (1 point), Survival (specify) at IQ-1 (1 point) and Tracking at IQ-1 (1 point).

Woffen (28 points)

Woffen have DX +1 (10 points). They have the advantages Acute Hearing +3 (6 points), Acute Taste and Smell +3 (6 points), Damage Resistance +1 (3 points), Claws (15

points), Colour (Ebba 10, Gobey 3) (13 points), Enhanced Move +1 (but only when on all fours) (5 points) and Sharp Teeth (5 points). They have the disadvantages Code of Honor (woffen) (-5 points), Compulsive Carousing (-5 points), Intolerance (crugar) (-5 points), Low Isho -2 (-2 points), Poor Colour Vision (-5 points), Reputation -1 (rowdy and smelly) (-5 points) and Weak Will -1 (-8 points).

Woffen skill package (8 points): Brawling at DX (1 point), Broadsword at DX-1 (1 point), Carousing at HT (2 points), Dysha Throwing at DX-1 (1/2 point), Language (Thowtis) at IQ (free), Power-Hold at IQ-2 (1/2 point), Running at HT-2 (1 point), Savoir-Faire (woffen) at IQ (1 point) and Stealth at DX-1 (1 point).

Note: The "authew" ("wretched ones") are woffen who suffer from Alcoholism (-15 points). It costs only 13 points to play an authew. Woffen cannot run on all fours for more than a few seconds without ingesting the Gawdieth limilate to loosen up their tendons.

Bestiary

The various animals are listed in this format: Characteristics, Speed, DR and PD, Size (in hexes) and the animal's mode of attack (and how much damage each attack does)

Manic creatures. These always attack on sight. Everything is prey to them:

Corondon

ST 50, DX 10, IQ 5, HT 20/50. Speed 4. PD 4, DR 6. Size 5 hexes. Bite (2d+2 cut), four claws (2d cut), dyshas

Daij

ST 4, DX 14, IQ 3, HT 10/4. Speed 4. PD 0, DR 0. Size <1 hex. Dyshas

Dharmee

ST 8, DX 10, IQ 3, HT 10/8. Speed 6. PD 4, DR 5. Size <1 hex. Bite (1d-3 cut), two claws (1d-4 cut)

Dreglamon

ST 50, DX 12, IQ 3, HT 20/50. Speed 2. PD 2, DR 2. Size 5 hexes. Four heads (3d-1 cut), Rock spit (2d cr)

Farg

ST 50, DX 10, IQ 4, HT 20/50: Speed 4. PD 0, DR 0. Size 5 hexes. Beak (2d+2 cr), two arms (2d cr)

Giggit (stage 2)

ST 4, DX 12, IQ 3, HT 10/4. Speed 9. PD 0, DR 0. Size <1 hex. Bite (1d-3 cut), two arms (1d-4 cut)

Mandare

ST 60, DX 10, IQ 3, HT 22/60. Speed 6. PD 1, DR 1. Size 6 hexes. Bite (3d cut).

Scragger

ST 6, DX 15, IQ 5, HT 10/6. Speed 6. PD 0, DR 0. Size <1 hex. Bite (1d-3 cut)

Vodra

ST 20, DX 12, IQ 3, HT 12/20. Speed 6. PD 3, DR 4. Size 2 hexes. Four tentacles (1d cut)

Dangerous Creatures

These will sometimes attack:

Beagre

ST 6, DX 12, IQ 4, HT 10/6. Speed 9. PD 3, DR 3. Size <1 hex. Bite (1d-3 cr), two claws (1d-4 cut)

Dichandra

ST 30, DX 10, IQ 5, HT 16/30. Speed 4. PD 3, DR 4. Size 3 hexes. Four fists (1d+2 cr), paralyzing spray

Duradon

ST 50, DX 9, IQ 5, HT 20/50. Speed 4 (9 flying). PD 0, DR 0. Size 5 hexes. Bite (2d+2 cr), claw (2d+1 cut)

Giggit (stage 3)

ST 4, DX 8, IQ 3, HT 10/4. Speed 2. PD 2, DR 2. Size <1 hex. Bite (1d-3 cr)

Harn

ST 8, DX 8, IQ 3, HT 10/8: Speed 5. PD 2, DR 2. Size <1 hex. Sandblast (1d+1 cr)

Scrade

ST 8, DX 12, IQ 2, HT 10/8. Speed 6. PD 3, DR 4. Size <1 hex. Sherrids (1d cut)

Slutch

ST 40, DX 12, IQ 3, HT 18/40. Speed 2. PD 3, DR 4. Size 4 hexes. Gas explosion (2d+1 cr)

White Mandare

ST 60, DX 10, IQ 3, HT 22/60. Speed 6. PD 1, DR 1. Size 6 hexes. Bite and swallow (3d cr), dysha

Obnoxious creatures

These usually want nothing to do with the PC's, but will attack if bothered:

Bochigon

ST 40, DX 8, IQ 5, HT 18/40. Speed 7. PD 3, DR 3. Size 4 hexes. Kick (2d+2 cr)

Crill

ST 4, DX 10, IQ 3, HT 10/4. Speed 4 (14 flying). PD 0, DR 0. Size <1 hex. Bite (1d-4 cr)

Tarro

ST 6, DX 13, IQ 6, HT 10/6. Speed 6. PD 0, DR 0. Size <1 hex. Bite (1d-3 cut), two claws (1d-4 cut), dysha

Apathetic Creatures.

These will often flee if approached:

Horse

ST 35, DX 9, IQ 4, HT 14. Speed 12. DR 0. Size 3 hexes. Bite (2d cr), kick (1d cr)

Pibber

ST 4, DX 13, IQ 5, HT 10/4. Speed 11. PD 0, DR 0 (PD 3, DR 4 when thisting). Size <1 hex. Two claws (1d-4 cut)

Talmaron

ST 30, DX 9, IQ 5, HT 16/30. Speed 4 (9 flying). PD 0, DR 0. Size 3 hexes. Bite (1d+2 cr), two claws (1d+1 cut)

Thombo

ST 30, DX 10, IQ 4, HT 16/30. Speed 8. PD 2, DR 2. Size 3 hexes. Kick (1d+2 cr)

Equipment

The current technology on Jorune (3495 PC) is about late TL 3 (most places) or early TL 4 (in more civilized places such as Jasp or Ardoth). At the time of colonization, Earth was early TL 9. The TL of the lamorri is unknown, but at the time of their invasion of Jorune, TL 9 is a safe bet - and it has surely increased in the 5000 years since then!

Most Earth-tec requires a human thumbprint in order to function. Without this verification, most items simply will not activate. Only pure-bred humans can do this (boccord and muadra have changed too far away from humans for their fingerprints to work). Even so, it is not an Advantage as such - firstly, because Earth-tec is so rare (and restricted to persons of high status) and secondly, because there are ways of modifying the print-scanner so that it will work anyway.

Metal is scarce on Jorune, so many weapons are made from other inferior materials or metals. Wood, bone, obsidian or stone is often used as substitutes. On the other hand, using Earth-tec alloys and sophisticated armoring knowledge, weapons of high quality and strength can be forged. See p. B74 for further notes on weapon quality. Example: Edwain wants to buy a new sword. A good sword costs 300 gemules in Ardoth. He could buy a cheap sword

Costing only 120 gemules or he could find a thivin armorer and buy a fine sword for 1200 gemules.

Most weapons on Jorune are cheap

Thivin swords are fine.

Weapons made by armorers with access to Earth-tec materials or knowledge are fine or very fine

Shanthic blades range from a +1 to a +4 damage bonus and are hideously expensive. None of them will break on a parry

Armor

Carapace.

PD 3, DR 4, weight and price N/A

Crudge.

PD 1, DR 2 (croid have DR 3), weight and price N/A

Crystal armor.

PD 1 (PD 6 vs. dyshas), DR 2, 30 lbs, 200,000 gemules

DA (Deflector Armor).

PD 4, DR 15, 20 lbs, 20,000 gemules

E-rep (Energy Repulsor Armor).

Offers only minimal protection against blasters (PD 3, DR 0) and is useless versus normal swings and projectiles. Requires a large power cell for operation that lasts for 25 attacks. PD 6, DR 2, 4 lbs, 50,000 gemules

Leather Armor.

PD 2, DR 2, 20 lbs, 100 gemules

Locurian Grunder.

There is a good chance (8 or less on 3D6) that a wearer of this armor is unaffected by a particular orb or bolt. PD 3, DR 5, 70 lbs, 15,000 gemules

Mail Armor

PD 3, DR 4 (PD 1 and DR 2 vs. impaling weapons and dyshas), 45 lbs, 1000 gemules

MAS (Mobile Active Suit)

Increase ST and Speed by 5 while the suit is worn. Dexterity is decreased by 2. The suit requires two power cells. The suit can be active for 10 hours before recharging is needed. PD 6, DR 20, 50 lbs, 250,000 gemules

Thailiarian Armor

PD 4, DR 8, 80 lbs, 35,000 gemules

Earth-tec Weapons

These weapons are extrapolated from the Skyrealms of Jorune rules and differ from the standard GURPS weapons in Damage, RoF and Shots. Sholaris can use the values below or simply use the statistics shown on p. B208-209. All weapons use the Beam Weapons skill.

Blaster

Damage 3D6 impaling, SS 10, Acc 6, 1/2 Dmg 150, Max 300, Wt 2 lbs, RoF 3~, Shots 5, Rcl -1

Cost 200,000 gemules

Blaster Rifle

Damage 4D6 impaling, SS 14, Acc 13, 1/2 Dmg 400, Max 800, Wt 10 lbs, RoF 3~, Shots 3, Rcl -1

Cost 300,000 gemules

Field Ram

Damage 4D6 crushing, SS 9, Acc 6, 1/2 Dmg 200, Max 400, Wt 2 lbs, RoF 3~, Shots 10, Rcl -1

Cost 100,000 gemules

Field Ram Rifle

Damage 5D6 crushing, SS 14, Acc 13, 1/2 Dmg 600, Max 1000, Wt 8 lbs, RoF 3~, Shots 2, Rcl -1

Cost 150,000 gemules

Laser. Damage

4D6 impaling, SS 9, Acc 7, 1/2 Dmg 400, Max 500, Wt 2 lbs, RoF 3~, Shots 20, Rcl -

Cost 150,000 gemules

Laser Rifle

Damage 5D6 impaling, SS 15, Acc 13, 1/2 Dmg 900, Max 1200, Wt 5 lbs, RoF 3~, Shots 8, Rcl -

Cost 225,000 gemules

Pulsar

Damage 2D6 impaling, SS 10, Acc 6, 1/2 Dmg -, Max 300, Wt 2 lbs, RoF 10*, Shots 30, Rcl -1

Cost 150,000 gemules

Pulsar Rifle

Damage 3D6 impaling, SS 14, Acc 13, 1/2 Dmg 400, Max 800, Wt 10 lbs, RoF 10*, Shots 12, Rcl -1

Cost 225,000 gemules

Stunner. Damage

(see p. B119) SS 10, Acc 3, 1/2 Dmg 12, Max 20, Wt 1 lb., RoF 3~, Shots 5, Rcl -

Cost 100,000 gemules

Stunner Rifle. Damage

(see p. B119) SS 12, Acc 10, 1/2 Dmg 300, Max 1000, Wt 4 lbs, RoF 3~, Shots 2, Rcl -

Cost 150,000 gemules

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Jorune Over the Edge

Adaptation by Robert Dushay

Introduction

Jorune is a great setting for gaming, but the rules have serious problems, especially the 3rd edition. Others have worked on their own rules conversions (Fuzion and GURPS are perhaps the most well-known systems), but I like Over the Edge.

Over the Edge, by Jonathan Tweet and Robin Laws, is a simple system that puts far more attention on creating characters than worrying about detailed combat statistics. While the rules were designed for the surreal conspiracies setting of Al Amarja, they work well as generic rules for many games. Here is my work-over of the OTE system for Jorune, hereafter referred to as JOTE.

JOTE's isho rules were partly informed by Joe Coleman's PLUS rules.

JOTE is not enough to play Jorune. To use these rules to play Jorune, you'll need a copy of Over the Edge (See Atlas Games) and the Skyrealms of Jorune roleplaying game for background information (3rd edition may still available from Chessex . Email them and see.) Further, these rules are a draft in progress, and some sections will be filled out later. I welcome your comments. (email me at Rdushay@mindspring.com)

Vocabulary note: The referee of a Jorune game is called a sholari, the shanthic word for priest.

Character Generation

Generate characters as for OTE, with the following modifications.

1. Choose your race.

Player characters may be human, boccord, muadra, crugar, woffen, or bronth.

Humans get no bonuses or penalties.

Boccord are big and strong.

Advantages: +1 for all activities involving strength or size (including combat). Boccord subtract 1 point from damage done to them. Only boccord may be hishtin (see the isho rules.)

Disadvantages: -1 for all activities requiring delicacy and manual finesse.

Other: Boccord may be from human lands, or the boccord realm of Ros Crendor. Those from Ros Crendor follow the "Kree" code. Boccord from Ros Crendor are not considered adults until they have demonstrated proficiency in either longbow or signature skills (see Isho rules).

Language: Entren

Muadra are small and delicate.

Advantages: +1 for all activities requiring delicacy and manual finesse. They are the only PC race capable of weaving dyshas in all colors (see the isho rules).

Disadvantages: -1 for all activities requiring strength, including combat. They take an

additional point of damage each time they are hit. Often feared and discriminated against by humans, even if they have no isho-capabilities.

Language: Entren

Woffen

Advantages: +1 for agility skills, listen skills, and smell skills. They get a +1 for brawling if they have no combat skills. Their fur serves as 1-point armor.

Disadvantages: They get a -1 for aiming and for spotting things (their vision isn't so good). They are apt to get a -1 when in purely human social interactions. They shed heavily in the Mullin season, and they have a strong odor. Woffen tend toward alcoholism.

Other: Woffen may learn the Power Hold dysha (requires a side trait). Woffen need the gawdieth limilate to run on all fours, and may want a supply of stoma limilate to prevent crool, a craving for alcohol.

Language: Thowtis

Bronth

Crugar

Generate your character according to standard OTE rules.

(Summary of OTE) Central trait, two side traits, a flaw, assign values to your traits (one superior, two good), give descriptors, calculate hit points, come up with a motivation and most important person for your character. You have a 1-die experience pool. As JOTE is not as conspiratorial as OTE, you don't necessarily need a secret.

Jorune occupations (the list is below) may help in coming up with a central trait. A character may want isho skills as side traits. Note that individual dyshas are also taken as side traits. If the character has caji or dyte punk as a central trait, they get a number of dyshas without using more traits.

In addition to OTE's usual three traits, all JOTE characters get an Isho characteristic. Most characters begin with an Average isho characteristic (2 dice). See the isho rules, below.

3. Since Jorune is an unusual setting for many gamers, it may be helpful to use the list of occupations drawn from the 3rd edition Jorune rules to provide guidelines for character types.

Common warrior occupations

Burdothian military. Includes subtypes such as

Infantry. (Ex soldiers are on reserve for five years.)

Militia. (Less training, prestige, and danger.)

Gloundan Shadow Warriors. (Elite commandos from the Gloundan Forest.)

Soldiers typically know a number of weapons, especially polearms, swords, crossbows, or longbows. They may have training in Earth-tec weapons and equipment, particularly in the higher status Burdothian units. Soldiers may also know wilderness travel and survival skills. Active soldiers may be posted to foreign areas, such as South Khodre or the Temauntro border.

Condrij (Mercenaries). Condrij are usually ex-militia, and are usually hostile to condrij who have not served.

Sherja (Thike fighters). Sherjas are a special type of gladiator, fighting with thikes. They are only common in Auklin. Many sherjas are criminals who choose this as their punishment.

Isho-handlers

Caji. Any muadra who has spent time to learn how to control isho is called a "caji." Only muadra may be caji. Caji often need other side jobs to support themselves while they learn isho use.

Dyte Punks

Lower class muadra rebels, usually gang members who are angry at society. They learn a couple of dyshas, almost always the destructive Desti ones. A muadra character may choose dyte punk as their central trait and get one or two dyshas out of it, or choose dyshas as side traits and be a dyte punk by description only.

Hishtin

Boccord who have good Interference skills (see Isho rules) may serve in the kerning bays to teach caji how to throw dyshas. Only boccord may be hishtin.

Knowledge-based occupations

Iscin

Iscin are scholars, usually classified as "classical" or "outdoor." Classical iscin do their work in libraries, learning history, mathematics, philosophy, literature, and so forth. Outdoor iscin are of a more practical bent, learning biology, bio-tech, Earth-tec, zoology, and so on.

Querrid

These are professional answer-finders, almost always looking for facts to sell to thriddle. They often work on commission. Querrids are considered odd by many humans for their close association with the thriddle.

Other Adventurous Occupations

Jers

Those who work in the East Trinnu Jungle Lands, as guides, hunters, and limilate gatherers. They usually work independently, but have a loose code of conduct for their "brotherhood."

Beasters

Those who capture, care for, and train animals for iscin research centers, private collectors, businesses, or zoos. This profession includes "Thombocs," who specialize in handling thombos, and possibly bochigon and lothern, the other beasts of burden. Beasters are commonly good at tarro-training.

Yiordeh

Private detectives.

Githerin

A licensed thief. The Githerin klades contract to provide security, information, and acquisition of items inconveniently owned by somebody else. Githerin have a challisk marked with the klade copra, which they will show authorities when caught. While this doesn't excuse them from arrest or punishment, it does accord them certain rights.

Common Occupations

Merchants

Thivin and humans are generally best at this.

Learsis

Healers. Usually associated with an "enclep" (place of healing). They are actually licensed by the local government before they can work in an enclep, with Ardothians having the highest requirements. They are accorded respect. Muadra who wish to use healing dyshas must have a special permit to do so.

Entris

Translators. A respectable occupation, usually including some knowledge of etiquette, and if a Drenn, often leads to jobs as diplomats with the Dharsage. Honesty and trustworthiness are key attributes.

Sailors

As on Earth, they ply the seas.

Toth

Normal, everyday residents of Burdoth. May be city-dwellers or farmers.

Shast

Innkeepers, who run "incleps" (inns and boarding houses) or "illidges" (bars).

Yord. Police.

It's up to the sholari and players as to beginning player social status. While the default Jorune game has characters beginning the tauther process, there's no reason why a JOTE character couldn't begin the game as a drenn or even a kesht/keshtia.

Isho

Isho is the ambient energy that surrounds Jorune, generated by crystal layers in the planet's core and crust. Like visible light, isho has a spectrum of seven colors. Different species are sensitive to different colors.

Many beings have learned to manipulate the isho, sensing with it, or weaving threads of it into dyshas.

Isho characteristic

All player characters begin with an Average (2 dice) Isho characteristic. This may be increased by taking an isho-manipulating profession as a trait (caji or hishtin), or by giving the character a Good (3 dice) or Superior (4 dice) isho characteristic as a trait.

Caji and Hishtins

A muadra who wishes to learn dysha weaving must be trained. Those who are students of dysha weaving are called "caji". A character who is a caji must have this as their central trait. Expert caji are called "copra." When a caji has five or more dice in their caji skill, they may be called "copra." Hishtins are those boccords who specialize in interfering with dyshas. Characters who are caji (or copra) must have it as their central trait. Characters who have Hishtin as their central trait gets all of the boccord signature skills, but if a character has hishtin as a side trait, they only get the signature skill of interference.

Color points

Each die in the isho characteristic provides the character with 3 color points, or the character may roll one or more isho dice and take the result of the roll as that die's color points. Characters with Caji or hishtin as their central trait automatically get 6 color points for each die of isho. Color points will be spent on Moon Dice.

Moon Dice

Isho has seven colors, linked to the seven moons. Each color of isho has an different area of effect.

Moon	Color	Title	Area of effect	Difficulty
Gobey	Brown	The Protector	Shields and solidity	Easy
Desti	Red	The Red Harbinger	Electric energy	Easy
Du	Amber	The Illuminator	Heat and light	Moderate
Ebba	Yellow	The Sender	Force and motion	Moderate
Launtra	Green	The Flow	Energy fields	Moderate
Shal	Blue	Keeper of the Ancient Order	Nervous systems	Hard
Tra	White	The Warp-Maker	Warps	Hard

Characters must assign their color points to the seven colors of isho. Easy colors get 2 moon dice for each color point spent in that color. Moderate colors get 1 moon die for each color point. Hard colors get 1 moon die for every 2 points spent. (Unspent points, and single points left over for Shal and Tra disappear after character creation.)

Shots

(Maximum Isho and Current Isho): Characters get 3 shots for each die in their isho characteristic, or they may roll one or more isho dice and take the results of that roll as that die's shots. Keep track of this number; it is called "maximum isho." In play, the current number of shots is the amount of isho the being has available, called "current isho." Shots are used offensively and defensively, to weave, unweave, and interfere with dyshas. In some cases, a character may have more shots than their maximum isho, but they risk injury in the process. (See Caji Entropy, below.)

Dyshas

Most characters will not get dyshas. Of the player character races, only muadra are really adept at learning them, and if a muadra chooses to be a "caji," they start the game with a number of them. Woffen and crugar characters may use side traits to learn single dyshas. Most woffen who learn a dysha get "Power Hold," while most crugar who learn a dysha get "Lightning strike." This is cultural; few teachers are available to these species who can, or will teach anything else. Dyshas may be learned during the game by spending experience dice. More details can be found below.

Interference

Most beings have an instinctive defense against dyshas called interference, although beings with no isho at all, like corastin and thivin, have no defense. Intelligent beings that know how to weave dyshas cannot interfere. The process makes them violently ill. Similarly, once a person has learned how to interfere, it is much harder for them to learn how to weave dyshas. The details on how to interfere are given below, in the section on Dyshas.

Isho Skills

A player who chooses caji or hishtin as their central trait gets a range of isho skills, detailed below. Other players may select individual isho skills as side traits. The table below indicates which isho skills each race has available.

Caji skills

These skills are automatically known by caji, at the same number of dice as the caji trait.

Tra Sense

Caji learn to "see" the colors of isho surrounding them. This is a 360-degree sense, and does not require eyes. (Many forms of Jorune life have this.) Tra-sense can be used to detect concentrations of isho around, and to detect the colors of isho present in an incoming dysha. Roll skill dice against the difficulty of detecting the isho. At 4 dice, a caji can recognize animals and races by their isho signature. At 5 dice, the caji (or copra) can recognize specific individuals and determine their emotional status by their isho patterns. A copra can also read whether the target has cast a dysha recently, or is preparing to do so.

Estimate isho

The ability to figure out how much isho the opponent has. Roll your skill dice against the opponent's isho dice. A success tells you how many shots the opponent has.

Sensitivity

The ability to know an opponent's isho strengths and weaknesses. Roll your skill

dice against a sholari-assigned difficulty number, with distance making the roll harder. If successful, you learn some or all of your opponent's Moon dice. (x1 dice learned, from the highest to the lowest).

Designer's note

Estimate isho and sensitivity could be subsumed under Tra-sense, as they were in the 2nd edition. Success would simultaneously reveal the colors of isho, the number of shots, and opponent's moon skills. The number of dice in the Tra-sense skill indicate how many parameters may be simultaneously examined, while the single skill roll (opposed) would reveal those properties.

Caji entropy

While this is an isho ability, it is not a skill. Any muadra who have learned how to weave dyshas can do this. Use an experience die to gain 3 additional shots (or roll the die for the number of additional shots). A character can do this as many times as they have dice in their caji trait. The caji may exceed her maximum isho this way. However, if the caji has more shots than her maximum isho at the end of a game hour, she loses all her shots, and must roll a die for each shot lost. The total result is how much damage she takes. Experience dice expended in caji entropy return at the end of the gaming session.

Stabilize warp

A successful caji roll plus the expenditure of a shot will stabilize a failing warp for x1 minutes. The difficulty of this feat is up to the sholari. A character must have at least one Moon die in Tra to learn this skill.

Signature skills

These skills are automatically known by hishtins (if hishtin is their central trait). Other beings must use traits or spend experience dice to learn them one by one.

False signature

The ability to change one's signature to appear as some other, familiar, creature. Even the stupidest Joruni life will eventually figure out the deception. Shanthas are never fooled. Roll your skill dice against the opponent's intelligence. The deception will generally last x3 minutes, but it depends on the opponent's intelligence. It costs 1 shot.

Isho signature

The ability to figure out how much isho the opponent has. Roll your skill dice against the opponent's isho dice. A success tells you how many shots the opponent has. This is the same as the caji "Estimate isho" skill.

Racial signature

The ability to determine the kind of being you're encountering, from its isho ripples. Roll your skill dice against your opponent's isho dice.

Mask signature

The ability to hide your signature, to become invisible to signature skills. It works as False signature does, except success means no signature at all.

Sensitivity

The ability to know an opponent's isho strengths and weaknesses. Roll your skill dice against the sholari assigned difficulty number, with distance being a factor. If successful, you learn your opponent's Moon Dice (x1 dice learned, from strongest to weakest).

Race	Tra Sense	False Signature	Isho Signature	Racial Sensitivity	Mask Interference	Isho	
Acubon							•
Blount						•	•
Boccord		•	•	•	•	•	•
Bronth						•	•
Corastin					•		
Crugar				•	•	•	•
Cygra				•	•	•	•
Human							•
Muadra	•	•	•	•	•	•	•
Salu							•
Thivin							
Tologra	•	•	•	•	•	•	•
Trarch					•	•	•
Woffen			•	•	•	•	•

(Table copied from Joe Coleman's PLUS rules)

Dyshas

Each dysha is a separate skill, with a number of dice associated with it. Dyshas are woven of multiple colors. One is primary; the others are secondary. To learn the dysha, a character must have as many moon dice as the number listed in the dysha's primary color, and at least 1 moon die in each of the secondary colors.

At the beginning of the game, characters know dyshas either because they are a caji (in which case, they begin with a number of dyshas learned) or because they have learned individual dyshas as side traits. As the game progresses, characters learn dyshas individually with experience dice. Dyshas have a number of dice associated with them, because each is a trait or skill.

Beginning dyshas for caji: Caji get a second supply of color points (isho dice x6) to purchase dyshas. The cost of a dysha is the same as the number listed in its primary color. Purchasing the dysha means the caji knows it at 1 die. Each repeated purchase of a dysha gains another die for it. Characters may not know a dysha at more than 4 dice at the beginning of the game, nor may they have dyshas that are either Hard or Very Hard.

When buying dyshas, a caji must learn the dyshas within a color in order: for example, to learn any dyshas in Gobey, one must first learn Shield, then Bubble, then Body Shield. Further, one may not have more dice of a higher-listed dysha than a lower-listed one: to have 3 dice in Bubble, one must first have 3 dice in Shield.

Weaving dyshas: Dysha weaving costs a shot. The dysha's dice are thrown, and the weaver gets a bonus die for each die of isho characteristic they have. (Save the roll, and keep the bonus dice separate until the dysha is completely resolved.)

If a dysha is to be thrown against an opponent, the number of dice they get to defend is based partially on the distance to the target, and partially on the defender's actions. If not thrown against a defender, the dysha weave roll is made against the difficulty of the dysha: 1 die for easy dyshas, 2 for moderate, 3 for hard, 4 for very hard.

Missing a target: Because dyshas are usually thrown at a target, a failure may mean the dysha wasn't woven successfully, or it was woven properly and missed the target. I present two ways to address this.

1. The easy way: A miss simply means the dysha wasn't woven properly. No need to check for alternate targets.

2. If the dysha misses, roll another set of dice for the dysha difficulty

Easy	1
Moderate	2
Hard	3
Very Hard	4

If the dysha roll was less than the difficulty, the dysha wasn't woven properly and dissipates. If the dysha roll beats the difficulty roll (but still failed the defense roll), then it misses by x3 feet.

Roll a d6 for scatter:

1 means further in the direction of travel;

2 means far right;

3 means close right;

4 means falling short;

5 means close left;

6 means far left.

The dysha may affect other targets instead of the intended one.

A botch (counting bonus dice, so it's extremely unlikely!) means the weaver is a target for her own dysha.

Defending against dyshas

The easiest way to defend against a dysha is not to be hit. Thus dodging, ducking behind cover, and keeping out of range will help prevent being hit. One may also defend by using isho to unweave or interfere.

Dodging, taking cover, etc.

The defender gets 1 die to defend if within 20'; 2 dice under most circumstances, and 3 dice if the dysha is in the last 20' of its range. (If the dysha has a range of 40' or less, then the defender doesn't get 3 dice for being at long range.) If the defender is behind cover, they get an additional die for up to 50% cover, and two dice if 90% cover or more. If the defender dodges, they get 1 or 2 bonus dice, depending on their agility trait. (1 die if they don't have a trait, 2 dice if they do.)

If the defender chooses to disrupt the dysha, using interference or unweaving, they may not dodge.

Unweaving

Intelligent beings who know how to weave dyshas can attempt to unweave a dysha. To unweave, the defender selects a color of isho to defend with, spends a shot, and rolls the appropriate Moon dice against the dysha's score. Caji use their isho characteristic dice as bonus dice. If the unweave result beats the dysha's roll, and the unweaving color was present in the dysha, the dysha is unwoven and dissipates harmlessly. Notice that a caji may use Tra-sense first to determine which colors are in the dysha, in order to select an unweaving color that will maximize his chance. Also notice that unweaving is an action; a caji may not dodge or take other defensive action if they unweave. If attacked by multiple dyshas in the same round, a caji may attempt to unweave them all (dealing with them one at a time), but may not unweave some and dodge others.

If the dysha was thrown at short range (within 20'), the unweaving caji takes a penalty die. If at long range (last 20'), the unweaving caji gets an additional bonus die. This only applies to thrown dyshas: a dysha that requires touching (such as Fire Touch or Faint Touch), or if the interferer is trying to broach an isho shield (such as Cage), the range penalty doesn't apply.

Using Tra sense

The sholari secretly rolls the defender's tra-sense dice against the dysha's score. A success means all of the colors in the dysha are revealed; failure only shows the primary color. (The secrecy of the roll is necessary in case of weave tricks; see below.) There is no penalty for using Tra-sense while unweaving in the same round.

Interference

The defender chooses which color he will interfere in. He rolls all of the appropriate Moon dice as his defense. However, each time he interferes, he temporarily removes one die from that set of Moon dice. (Thus, four Desti dice permit four interference attempts in Desti; one at 4 dice, the next at 3, the next at 2, and the last at 1.) Used dice return the next morning. If the interferer is a Hishtin, he may use his isho characteristic dice as bonus dice (and these are not used up). If the dysha was thrown at short range (within 20'), the interferer takes a penalty die. If at long range (last 20'), the interferer gets an additional bonus die. This only applies to thrown dyshas: a dysha that requires touching (such as Fire Touch or Faint Touch), or if the interferer is trying to broach an isho shield (such as Cage), the range penalty doesn't apply.

(Alternate approach): The defender spends a shot, and chooses which color he will interfere with. That set of Moon Dice are used as his defense. If the interferer is a Hishtin, he may use his isho characteristic dice as bonus dice.

Using Isho sensitivity

If the defender has this skill, he may attempt to use isho sensitivity to detect the colors of isho in an incoming dysha. Roll the skill's dice against the dysha's score to detect its colors. Follow the same procedure as for tra-sense, above. Since isho sensitivity is an action, the defender will take a penalty if they attempt another action in the same round, such as dodging. As for unweaving, there is no penalty for using isho sensitivity and interference at the same time.

As for unweaving, if a defender chooses to interfere, he may not dodge or take other defensive action. If targeted by multiple dyshas in a single round, he may interfere with them all (one at a time), but may not interfere with some and dodge others.

Weave tricks

Dysha weavers may use additional techniques to modify dyshas to make them harder to defend against.

Tight weave: The weaver spends an extra shot to weave the dysha; defenders who attempt to unweave it or interfere with it must take a penalty die.

Disguise: By taking a penalty die, the weaver may add bogus colors to the dysha to confuse defenders. For each penalty die taken, one superfluous color may be added. The main use of this skill is to change the primary color. To do this, the weaver must have more Moon dice in the disguising color than were needed for the dysha's actual primary color. Additional superfluous colors are rarely needed, except by isho-wizards, who are trying to impress onlookers.

Invisible weave: At two penalty dice, the weaver can make the dysha invisible to the naked eye. It is still detectable by tra-sense and isho-sensitivity, if the defender thinks to look.

Pushing a weave: For an extra shot, the weaver may add bonus dice to the roll. The number of bonus dice is equal to the number of dice they have in the dysha being woven.

Improvisation: Dyshas can be improvised. Weavers can try minor adjustments, with sholari determined penalties-which are usually steep.

(Designer's note: Bundling meant greater range and more damage, and it depended on whether the dysha was an orb or a bolt. Generally speaking, this meant Desti dyshas were not bundled as much as other colors. JOTE automatically figures this in by multiplying range and effect by the number of dice.)

Boosting abilities: At character creation, a player may select an isho skill or characteristic to be a trait, raising it to 3 or 4 dice. This includes the isho characteristic/maximum isho; a single moon; a single isho skill; or possibly a single dysha. During play, experience dice may be applied to these skills/traits also, to improve them. Learning a new dysha from scratch using experience dice is another matter.

Learning new dyshas: TBA

GOBEY - The Protector

Gobey dyshas are all about shields: making them and breaking them. The Gobey moon is black; the color of Gobey isho is brown. Isho shields only block physical damage; dyshas go right through. All isho shields have a number of hit points. When they have absorbed that much damage, they collapse.

Shield

DIFFICULTY	*PRIMARY*	*SECONDARY*	*RANGE*
Easy	*Gobey 2*	*Launtra, Tra*	*Weaver's front*

This dysha creates a small curved wall that covers the weaver's front only. The shield has x1 hit points. It lasts x0.25 rounds, but always at least one round. An attacker attacks the defender normally, but the shield absorbs the damage first.

Bubble

DIFFICULTY	*PRIMARY*	*SECONDARY*	*RANGE*
Moderate	*Gobey 4*	*Ebba, Tra*	*Skill dice x 30 feet*

Creates a dome-shaped bubble, about 10' radius around the weaver. It lasts until it is destroyed. The bubble has (x4) hit points. The bubble does not move. It doesn't block isho, but physical objects are blocked. Slow moving objects can penetrate the bubble, but the larger the item is (that is, the cross-section passing through), the more force is needed to pass. (A pointed stick can penetrate far more easily than a human arm, even a slow moving arm.) Gases diffuse through, but sounds are garbled. If an attacker is striking the bubble, they simply roll their attack dice and apply the damage multiplier for their weapon to the result.

Body Shield

DIFFICULTY	*PRIMARY*	*SECONDARY*	*RANGE*
Moderate	*Gobey 4*	*Launtra, Tra*	*Around weaver*

Creates a shield around the weaver's body, with (x3) hit points. This shield moves with its weaver. The shield loses 2 hit points per minute, falling in 10 minutes. People protected by a body shield may weave dyshas normally, but not use weapons without harming their own shield.

Wall

DIFFICULTY	*PRIMARY*	*SECONDARY*	*RANGE*
Hard	*Gobey 5*	*Ebba, Tra*	*30 feet per die*

Forms a flat shield that covers 30 sq feet. It has a strength of (x8) hit points. They stand until they are destroyed, or abraded down. In the right environment, walls can survive for years. They are often used to barricade entrances. To attack against a Wall, the attacker rolls his/her attack dice and applies the damage multiplier for their weapon.

Shield Shatter

DIFFICULTY	*PRIMARY*	*SECONDARY*	*RANGE*
Hard	*Gobey 5*	*None*	*60'/ die*

This is a bright and noisy dysha that grinds through shields. The weaver must strike the opponent's shield (which may be easy, in the case of a Wall or Bubble, or more

difficult for a Body Shield). If the dysha hits, the weaver takes the successful die roll, and applies the rolled dice, one die per round, to the shield. Each die does x(skill dice) damage to the shield. If the shield is destroyed, the Shield Shatter dysha also ends.

Example: Jolice, a superior caji (5 dice; sign: a magnificent Naull) has four dice in Shield Shatter. She throws a Shield Shatter at a Wall with 64 hit points. She spends a shot, and rolls four dice (for her Shield Shatter skill) with five bonus dice (for her isho characteristic). Because the Wall is not an opponent, she rolls against Shield Shatter's difficulty of Hard (3 dice). Her roll is is 6, 6, 3, 3, with bonus dice of 5, 4, 3, 3, 1, for a final score of 21 (6, 6, 5, 4). The Wall rolls 6, 2, 2, a final score of 10. The dysha was successfully woven. (Failure to beat the Wall's score would mean the dysha failed and did no damage at all.) This round, Jolice applies a 6, doing 6 x 4 (4 skill dice in Shield Shatter) or 24 points of damage to the Wall's 64. The Wall has 40 points left. Next round, she applies the second 6, doing another 24 points, leaving the Wall with 16 points. The third round, she applies the five, doing 20 points. The Wall is brought down, and the Shield Shatter's last die is not applied.

Cage

DIFFICULTY	*PRIMARY*	*SECONDARY*	*RANGE*
Very Hard	*Gobey 4*	*Desti, Ebba, Tra*	*30 / die*

Creates a Bubble around a target. But when brought down to 0 hit points, the Cage strikes its occupant with a Lightning Blast (The Cage's weaver makes an attack with his Cage skill dice, doing x3 damage) as it collapses. (If destroyed by Shield Shatter, there is no blast.) With a good Interference, a captive could walk right out, however.

Shield Implosion

DIFFICULTY	*PRIMARY*	*SECONDARY*	*RANGE*
Very Hard	*Gobey 4*	*Ebba, Desti*	*30 feet per die*

This orb is used to attack defenders protected by an isho shield. The orb merges with the shield and makes it rapidly fluctuate in size, doing (skill dice) of damage each to the shield and the person it is defending each round. Once the shield is destroyed, the dysha also ends, even if the person behind the shield is still alive.

DESTI - The Red Harbinger

Desti dyshas are about electrical energy, usually as an offensive bolt. The Desti moon is red, as is desti isho. Desti dyshas tend to be the easiest to learn, although teaching the destructive bolts to the immature is strongly discouraged. Young muadra toughs who wish to prove themselves will learn the most basic Desti bolts, and harass others. They are called "dytes" or "dyte punks."

Lightning Blast

DIFFICULTY	*PRIMARY*	*SECONDARY*	*RANGE*
Easy	*Desti 1*	*None*	*60 feet per die*

An electrical blast that does x3 damage. The mainstay of dytes and other criminals. Society frowns on the use of this bolt (including muadras).

Stiff

DIFFICULTY	*PRIMARY*	*SECONDARY*	*RANGE*
Easy	*Desti 3*	*Shal*	*60 feet per die*

If the bolt is successful, the victim's extremities are all jolted to their full reach for x1 seconds. Does x0.5 damage. If the victim fails an agility check against 2 dice, they fall down. If they fail a strength or will check against 2 dice, they drop whatever is in their hands.

Frost Bolt

DIFFICULTY	*PRIMARY*	*SECONDARY*	*RANGE*
Moderate	*Desti 4*	*Du, Gobey*	*30 feet per die*

A blast of intense cold that does x2 damage.

Lightning Strike

DIFFICULTY	PRIMARY	SECONDARY	RANGE
Hard	*Desti 5*	*Ebba, Shal*	*30 feet per die*

The most fearsome of the Desti bolts. A successful hit not only does x4 damage, but also throws the victim x3 feet, with every 3 feet indicating another point of damage. Of course, if the victim is slammed into an obstacle, the damage will be even higher.

Penetration Bolt

DIFFICULTY	PRIMARY	SECONDARY	RANGE
Very Hard	*Desti 6*	*Tra*	*15 feet per die*

A special bolt that only detonates when surrounded by dense isho, meaning it ignores non-living matter. It does x3 damage, but ignores all armor.

DU - The Illuminator

Du dyshas are about energy, specifically heat and light. The Du moon is amber, while du isho is orange.

Orb of Light

DIFFICULTY	PRIMARY	SECONDARY	RANGE
Easy	*Du 1*	*None*	*120 ft / die*

Creates a long-lasting glowing orb. The brighter the orb, the shorter it lasts. A bright light (enough to illuminate a 10 x 10 foot room) lasts about an hour; a dim one about a day. The orb can be put down and subsequently moved by its weaver, who cups both palms around it to move it. It can be unwoven by the weaver at any time.

Flingers

DIFFICULTY	PRIMARY	SECONDARY	RANGE
Easy	*Du 1*	*Ebba*	*120 ft / die*

Weaves 5 tiny orbs that each do 1 die of heat damage. The user may choose to throw them all against a single target, or scatter them against multiple targets. Armor protects against each orb individually. If they are scattered, everybody within 15 feet of where they hit will be at -2 to initiative next round.

Quantum

DIFFICULTY	PRIMARY	SECONDARY	RANGE
Moderate	*Du 3*	*None*	*60 feet per die*

A three-foot in diameter orb that creates a blast of intense heat. It does a straight 2 dice of damage, ignoring all defenses if the dysha strikes its target properly.

Cast Energy

DIFFICULTY	PRIMARY	SECONDARY	RANGE
Hard	*Du 4*	*Desti*	*60 feet per die*

An orb that does x2 damage from heat.

Crater

DIFFICULTY	PRIMARY	SECONDARY	RANGE
Very Hard	*Du 5*	*Desti*	*30 feet per die*

This orb releases its energy in a large explosion when it hits. It does 3x damage to its target, 2x to everybody within 3 feet of the target, and 1x to everybody within 6 feet of the target. It will often create fires if there are flammable objects within the area of effect. When throwing this orb, the attacker rolls her dysha skill dice (with isho skill dice as bonus dice) against the defender's range, cover and dodge. Defenders may use armor and cover (but the actual target doesn't get cover) to defend. The sholari should definitely check to see where this dysha goes if it misses the target. See the rules on missing, above.

EBBA - The Sender

Ebba dyshas are concerned with force and motion. The Ebba moon is silver, and ebba isho is yellow.

Push

DIFFICULTY	PRIMARY	SECONDARY	RANGE
Easy	*Ebba 1*	*None*	*30 feet per die*

Creates a large, slow-moving orb (30 feet per round) that produces a few pounds of

force when it hits a target. (x0.25 damage). The area of contact is about a foot wide. Useful for knocking things down, such as fruits from a tree, or annoying animals. (Do not annoy the tarro!) This dysha can miss; see the rules on missing a target, above.

Tumble

DIFFICULTY	*PRIMARY*	*SECONDARY*	*RANGE*
Easy	*Ebba 2*	*Launtra, Tra*	*30 feet per die*

This dysha protects the target from falls: it repels large objects (like the ground), preventing 1 die of falling damage.

Power Orb

DIFFICULTY	*PRIMARY*	*SECONDARY*	*RANGE*
Moderate	*Ebba 2*	*None*	*30 feet per die*

A simple orb that pushes the target hard and fast, something like being rammed by a baseball bat. It does x1 damage.

Levitate

DIFFICULTY	*PRIMARY*	*SECONDARY*	*RANGE*
Moderate	*Ebba 3*	*Tra*	*60 feet per die*

Anybody who clutches this orb will rise for ten seconds, at twelve feet per second. For somebody other than the weaver to use it, they must roll their Ebba dice against 2 dice to hold on. (If they fail, and the weaver wasn't holding the orb either, it is likely to simply unravel.) It is wise to have something to catch at the top of the levitation, when the orb dissolves. Common improvisations include lateral movement, or up and down movement, but the total distance traveled is still 120 feet.

Power-hold

DIFFICULTY	*PRIMARY*	*SECONDARY*	*RANGE*
Moderate	*Ebba 4*	*Gobey*	*30 feet per die*

This orb expands into four fat rings that loop around the target and hold it stationary. Power Hold lasts for 30 seconds, minus ten seconds for each point of size the target has. A target may attempt to break free each round, rolling their strength trait against the dysha's original roll. Each success means one ring is broken. All four rings must be broken to regain freedom.

Ping

DIFFICULTY	*PRIMARY*	*SECONDARY*	*RANGE*
Hard	*Ebba 3*	*None*	*30 feet per die*

A small orb, only a few inches across, that produces a few pounds of force when it hits a target. The sholari must note the difficulty of the target when this dysha is used. This dysha does no damage, but if it hits an opponent in the head, it will stun them for x 0.5 rounds.

Suspension Orb

DIFFICULTY	*PRIMARY*	*SECONDARY*	*RANGE*
Hard	*Ebba 4*	*Gobey, Tra*	*60 feet per die*

This orb englobes a target, and lifts it off the ground, hovering a few feet up. It lasts for (success x dice) rounds before collapsing and dropping its contents. The orb is treated as an isho shield, having (success x dice) hit points.

Spinner

DIFFICULTY	*PRIMARY*	*SECONDARY*	*RANGE*
Very Hard	*Ebba 5*	*Gobey, Tra, Du*	*30 feet per die*

A target struck by this orb is sent spinning in place for (x1) rounds. (Subtract 2x the target's size modifier). Victims must roll strength or will against the dysha's roll to avoid dropping what they're holding. Each round of spin, subtract a point for this roll. The victim takes two penalty dice to their actions while spinning.

Constrictor

DIFFICULTY	*PRIMARY*	*SECONDARY*	*RANGE*
Very Hard	*Ebba 5*	*Gobey*	*30 feet per die*

This orb expands into a ring that loops around the target. The thicker the target, the less force the Constrictor can exert. It does x3 damage, but this is on targets the size of a

human arm. Subtract 2 points for a head before multiplying; 1 die for a leg, or two dice for a abdomen/chest hit. A thin target, such as a rope, takes an additional 2 dice of damage. Constrictor is excellent for cutting rope.

LAUNTRA - The Flow

Launtra dyshas are stable, and flow over bodies. They are commonly used for healing, but have other uses. The Launtra moon is green, as is launtra isho. Launtra isho is trickled over the body, rather than forming orbs. It has a slight green glow as it's used.

Fire Touch

DIFFICULTY	*PRIMARY*	*SECONDARY*	*RANGE*
Easy	*Launtra 2*	*Du*	*N/A*

The user's hands project heat like a branding iron. The launtra isho both projects the heat and protects the user, but if the user actually touches her victim, she gets burned, too. It does x2 damage. (Notice that the dysha generally keeps the user's hands an inch away. If the target wants to touch the attacker to make the damage mutual, he must brave the terrible heat.)

Healer

DIFFICULTY	*PRIMARY*	*SECONDARY*	*RANGE*
Moderate	*Launtra 2*	*Shal, Desti, Tra*	*N/A*

This dysha stimulates healing in the target. The weaver spends about a minute with it, and results are visible in a few hours. Roll against the difficulty of the wound. It heals 1x damage, but can only be applied once per wound per day to a target.

Night Eyes

DIFFICULTY	*PRIMARY*	*SECONDARY*	*RANGE*
Moderate	*Launtra 3*	*Tra*	*N/A*

The weaver uses their palms to trickle the isho over their eyes. It provides for vision in near total darkness for x2 seconds. Once the user has 3 dice in this dysha, she no longer needs her hands to apply it.

Faint Touch

DIFFICULTY	*PRIMARY*	*SECONDARY*	*RANGE*
Moderate	*Launtra 2*	*Shal, Tra*	*N/A*

Inverts a victim's isho by overpowering it. It would be wise for the weaver to use the Estimate Isho skill before attempting this dysha. She then expends as many shots as she chooses, and rolls her dysha skill (with isho dice as bonus dice, as usual) against her opponent's isho dice. If she is successful, and has expended at least one more shot than her opponent's current number, the target is knocked unconscious for x3 minutes. The target may roll their stamina or will dice, and subtract that many points, in minutes, from the duration. Notice that the unconsciousness is not gentle, and often induces nausea in the target.

Bell

DIFFICULTY	*PRIMARY*	*SECONDARY*	*RANGE*
Moderate	*Launtra 4*	*Ebba, Desti*	*60 feet per die*

This dysha sounds a clear tone for x0.25 rounds (at least 1 round) to all within earshot. It is used as an alarm, to attract, or to distract. If a user has Bell at 4 dice, they may improvise Bell to carry a spoken message.

Spider Grip

DIFFICULTY	*PRIMARY*	*SECONDARY*	*RANGE*
Moderate	*Launtra 4*	*Ebba, Gobey*	*N/A*

A successful use permits the weaver to cling onto most surfaces for x3 seconds. A high concentration of Ebba isho in the area automatically unweaves this dysha; for this reason, the most wealthy use ebba crystals in their outer walls.

Spectral Stun

DIFFICULTY	*PRIMARY*	*SECONDARY*	*RANGE*
Very Hard	*Launtra 3*	*Du*	*30 feet per die*

Stuns victims by flashing a bright light in their face. The weaver must cup her palms together to weave this dysha, a sure giveaway to any caji paying attention. The weaver rolls against the defenders' alertness or reaction time. (An unaware target facing the weaver has no defense.) All those facing the weaver within range are temporarily stunned, taking a penalty die to all actions, including initiative, for the next x 0.5 rounds.

SHAL - Keeper of the Ancient Order

Shal dyshas are sometimes referred to as "little horrors." They interact with nervous systems. The Shal moon is blue, as is shal isho. Caji skilled in Shal are rare, and hishtins who willingly face shal dyshas are even rarer. Therefore, it is often hard to find a teacher for these dyshas.

Faint

DIFFICULTY	*PRIMARY*	*SECONDARY*	*RANGE*
Easy	*Shal 3*	*Tra*	*60 feet per die*

This orb makes the target faint because of the nausea induced by flipping their isho around. (Details are the same as Launtra's Faint Touch dysha.) It would be wise for the weaver to use the Estimate Isho skill before attempting this dysha. She then expends as many shots as she chooses, and rolls her dysha skill (with isho dice as bonus dice, as usual) against her opponent's isho dice. If she is successful, and has expended at least one more shot than her opponent's current number, the target is knocked unconscious for x3 minutes. The target may roll their stamina or will dice, and subtract that many points, in minutes, from the duration. Notice that the unconsciousness is not a gentle sleep.

Calm Animal

DIFFICULTY	*PRIMARY*	*SECONDARY*	*RANGE*
Easy	*Shal 2*	*Tra*	*60 feet per die*

This orb only works on creatures with Terran DNA, including the iscin races and recos. It calms them down one category (Manic to dangerous; dangerous to obnoxious; obnoxious to apathetic). The user rolls against the creature's response type, with Manic creatures getting 4 dice, dangerous getting 3, and obnoxious getting 2 dice. The creature uses its size bonus in its defense. A failure causes the creature to either become less friendly or frightened. There are separate orbs for Calm Jorune Animals, and Calm Ramian animals (like scragger and bochigon).

Blinding

DIFFICULTY	*PRIMARY*	*SECONDARY*	*RANGE*
Moderate	*Shal 3*	*Launtra, Desti*	*60 feet per die*

This orb creates a brilliant flash of light over the body of the target being, blinding them for x1 seconds. Of course, it is not very useful on native Joruni life, who rely less on their sight, if they have any.

Scramble

DIFFICULTY	*PRIMARY*	*SECONDARY*	*RANGE*
Hard	*Shal 5*	*Desti*	*30 feet per die*

If this orb hits, the victim's Moon skills are all scrambled except for Desti for x10 seconds. The victim may only weave Lightning Blast (it's all Desti) and interfere and unweave with Desti.

Body Freeze

DIFFICULTY	*PRIMARY*	*SECONDARY*	*RANGE*
Hard	*Shal 6*	*Desti*	*30 feet per die*

This orb only affects creatures with Terran DNA, including the iscin races and recos. It prevents all voluntary muscle movement for x1 seconds. If the target was walking or running when struck, he will fall down. There are separate versions for Jorune life and Ramian life.

Brain Blast

Difficulty	*Primary color dice*		*Secondary colors* *Range*
Hard	*Shal 6*	*Desti*	*30 feet per die*

The orb creates a sharp jolt of pain. Victims take a penalty die to all actions for x 0.5 rounds, and must roll against strength or will to avoid dropping held items. The orb works on Terran and Joruni life. A variant works on ramian life.

Craze

DIFFICULTY	*PRIMARY*	*SECONDARY*	*RANGE*
Very Hard	*Shal 6*	*Desti, Tra*	*30 feet per die*

This orb only works on creatures with Terran DNA. It throws them into an epileptic fit for x 0.5 rounds, and a victim also takes x0.25 damage from falling and rolling violently around.

Drain

DIFFICULTY	*PRIMARY*	*SECONDARY*	*RANGE*
Very Hard	*Shal 6*	*Tra, Desti, Du*	*60 feet per die*

When this orb strikes, it attaches itself to the victim and sucks away their isho. It lasts for x0.25 rounds, and each round it takes half of the victim's remaining shots (rounded down, but at least 1). One may detach the orb by kerning, but that means dropping all of your shots anyway. If the defender has a boc-rod, they may attempt to capture the orb in the rod each round.

TRA - The Warp Maker

Tra dyshas warp space. The Tra moon and tra isho are both white.

Deflector

DIFFICULTY	*PRIMARY*	*SECONDARY*	*RANGE*
Easy	*Tra 2*	*None*	*N/A*

This dysha creates channels in the isho around the weaver, causing orbs and bolts to harmlessly deflect around her. Theoretically, any number of dyshas can be deflected in this one round, but the weaver must expend as many shots as each incoming dysha has in order to deflect it. An estimate isho roll will tell the weaver how many shots are in an incoming dysha. (To estimate isho in a dysha, one rolls against the difficulty of the dysha.) A weaver may choose to deflect some dyshas, but not others.

Inner Ear

DIFFICULTY	*PRIMARY*	*SECONDARY*	*RANGE*
Moderate	*Tra 2*	*Launtra*	*N/A*

This dysha creates a tiny, incomplete warp, permitting sound-waves to pass through a six foot barrier of any material except charged crystals. It permits the weaver to increase the sensitivity of their hearing, sufficient to hear noises on the other side of a wall. The dysha lasts x1 seconds.

Inner Eye

DIFFICULTY	*PRIMARY*	*SECONDARY*	*RANGE*
Hard	*Tra 3*	*Launtra*	*N/A*

Like the Inner Ear, this dysha creates a tiny, incomplete warp, which acts as a transmitter of light waves on the other side of a barrier. It can penetrate barriers as thick as six feet, of any material except charged crystals. The dysha lasts x1 seconds.

Reflect

DIFFICULTY	*PRIMARY*	*SECONDARY*	*RANGE*
Hard	*Tra 4*	*None*	*N/A*

This dysha works as Deflector, except the weaver can control where the dyshas are redirected to. Each redirected dysha is treated as though the Deflecting character was throwing it, using her own isho skill dice to control it.

Create Warp

DIFFICULTY	*PRIMARY*	*SECONDARY*	*RANGE*
Very Hard	*Tra 6*	*None*	*15 feet per die*

This orb creates a warp. The weaver doesn't know where the warp goes. The warp lasts for x1 seconds, and is vulnerable to disruption by isho manipulators on the other side. The sholari decides how many dice the weaver must roll against. In some areas, warps cannot be forced open; in some areas a more powerful weave is needed. A warp can be brought down by kerning raw isho into it: for every shot expended into the warp, the closer gets 1 die to roll against the warp's strength (which is x1 the success of the weave).

Combat

Use standard OTE mechanics. As most Jorune weapons are simple melee weapons. (Commonly swords, knives, axes, battle-axes, clubs, staves, spiked balls on chains [called morningstars in the 3rd edition rules], and thikes. Missile weapons are slings, bows, longbows, crossbows, sometimes spears.) They easily fit into OTE mechanics.

Earth-tec weapons are treated as rifles or pistols as appropriate.

Field Rams

x4 damage. If the attack does more points of damage than the defender has defense dice, the defender has been knocked down.

Lasers

x5 damage. They are powerful and silent.

Blasters

x7 damage. They fire bolts of plasma and are incredibly powerful.

Stunners

Work like OTE Tasers, but they have longer ranges (not needing wires) and are less likely to cause permanent damage to a target.

Armor

Joruni armor is usually one of four types:

Leather

Protection	Encumbrance	Notes
1d	No	Usually thombo, lothern, or do-odreh hide. See notes.

Mail

Protection	Encumbrance	Notes
2d	Yes	Usually ringmail. Heavy and expensive, but relatively common. Provides no effective protection against dyshas. Most Joruni life can claw or chew through it.

Locurian Grunder

Protection	Encumbrance	Notes
2d, 1b against dyshas	Yes	From the locure beast. Most useful against dyshas.

Thailarion armor

Protection	Encumbrance	Notes
3d	Yes	Made from corondon chest plates. The best non-tec armor on Jorune.

Encumbrance is a penalty die to agility, including combat rolls (attack + defense)

b: Use bullet-proof armor rules against dyshas: roll the die, divide the damage by this number.

Thombo leather

Smells faintly like thombo. This is offensive when it's wet. Do-odreh hide is thinner and more supple. [I assume they repeatedly redouble it to make it into armor.] Lothern is probably the best armor, being tough and durable, although rough to the touch, and liable to dry out in hot weather, needing regular oiling. Locurian Grunder was supposedly described in the Essays, but I didn't see it.

Earth-tec armor

Protection	Encumbrance	Notes

DA (Deflector Armor)

Protection	Encumbrance	Notes
4d/4b	No	Absorbs kinetic energy of hit (blunt trauma). For humans only.

E-rep (Energy Repulsor)

Protection	Encumbrance	Notes
1/3b	No	Absorbs energy attacks (heat, electricity, radiation, but not blasters) and stores it in batteries.

MAS (Mobile Active Suit)

Protection	Encumbrance	Notes
4d/4b	-2 agility rolls	Power armor, with weapon mounts. Combines DA and E-rep effects, and gives a bonus die to wearer's strength and speed.

b: Bullet proof armor rules: Roll dice, and divide damage by result. Used for energy/high tech weapons.

Closing notes

These are a draft of a work in progress, but they are ready for play-testing. Preliminary testing indicates that non-desti offensive dyshas are weak and may need to be beefed up. Dysha use in general requires a lot of die rolling, but I believe they preserve much of the chrome of the original Jorune rules. If these rules work as I have intended, they should provide a faster, simpler system for Jorune adventuring. While these rules are long, the bulk is taken up by the isho rules, with the bulk of those taken up by the detailed descriptions of the dyshas. Please let me know what you thought, pro or con.

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Trinity Jorune

by John Sneed

Basic Changes:

This conversion is intended to be run with a copy of the Trinity RPG basic rulebook in hand.

1) Change a few skill names

Firearms to Missile Weapon

Academics to Classical Iscin Lore

Science to Field Iscin Science

2) New Specialties

Engineering Specialties

Earth-tec, Bio-tec, Lamori-tec, Shanthic-tec

Field Iscin Science

Isho Weather, Biology, Geology, Physics, Astronomy, Geography.

Classical Iscin Lore

Mathematics, Literature, Philosophy, History.

Medicine

First Aid, General Medicine, Limilate Preparation

Intrusion

Set Traps, Pick Locks, pick Earth-tec locks

Survival

Tracking, Limilate Finding, Predict Weather, Foraging

Etiquette

One for each species

MISSILE WEAPON

Blaster, Laser, Stunner, Bow, Crossbow, Boc Rod

DRIVE

Wagon, Chariot, Bicycle

PILOT

Boat, Earth-tec Vehicle, Crystal Schooner

LINGUISTICS

Bits of Language (Int + Linguistics to see if you can catch any bits of an unknown language:

Fumble

You drastically misunderstand what they said

0-1 Success You have no idea

2-3 Successes: Vague idea, very simple concepts ("me friend, me hungry")

4+ Successes: Can converse on basic ideas

New Skills:

Dexterity:

Craft

You know one or more of a large variety of crafts. Specialties: crystal cutting, cooking, carpentry, boat building

Ride

You have the ability to ride both in difficult condition and in combat. If you ride in combat then your melee or missile weapon skill cannot exceed your ride skill. Specialties: Thombo, Horse, Talmaron, etc...

Wits

Merchant

You have the ability to trade and to run a business

Specialties: Bargain, Evaluate Merchandise, Hide Faults in Merchandise

Charisma:

Animal Handling

You can care for and train a wide variety of animals.

Specialties

Pibber, Tarro, Horse, Thombo...

Attributes Changes

Combine Manipulation and Charisma into Charisma:

Command, Interrogation, Subterfuge, Etiquette, Perform, and Savvy are all governed by this ability

Add in a new:

Social Ability: Color

Color represents the character's aptitude with Isho. A high color allows a character to use Shanthic technology with greater ease. This Attribute is most important for Boccord and Muadra characters

1 Cannot use Shanthic Technology, no feel for Isho

2 Average Isho Sensitivity

3 You can tell when an Isho storm is coming

4 You notice massive Isho use nearby

5 As sensitive as Caji Gends

Color Abilities

Interference

(useable by anyone with a color score)

Unweaving

(useable by Muadra and Shanthas only)

Caji Entropy

(useable by Isho users only): Gain 1 Isho Point/Success, take 1B damage is Isho exceeds Permanent Isho Points

(Note: The Meditation Ability does not help Isho Users regain Isho)

Tra Sense

(useable by Isho users only)

Specialties

Sense Terrain, Estimate Isho, Stabilize Warp)

Signature Sensitivity

(useable by Isho sensitives only)

Isho Specialties

Identify Signature, Create False Signature, Mask Signature

Note:

Muadra, Woffen, Crugar, Shanthas, Thivin, and Thriddle are all Isho Users

Boccord, Salu, Accubon, Bronth, and Shanthas are all Isho Sensitives

Ramians, Corastin, Croid, Cleash, and Scaramis all have color scores of 0 and cannot use Color Abilities.

Isho Score

Only individuals who have a Color score have an Isho score. Isho is computed as: (Stamina + Wits + Color)/2 round up

Muadra, Boccord, and Thriddle all have Isho points 2x their Isho score, all other species with Isho have Isho points to their Isho score.

Shanthas have effectively unlimited Isho.

Recovering Isho

You may roll a number of dice each hour equal to the number of Isho points your character is currently down (round up). Each success rolled is a point regained (up to your character's Isho Score).

Dyshas

Just like Attributes and Abilities, Dyshas go 1-5. When more than one Dyshas is listed at a given level, then each may be purchased at the listed cost, or if you want to make dysha users more powerful then simply given them all dyshas at a given level when they purchase that level.

In this system Isho score is being used just like the Psi Score in Trinity, it is used for all Dysha rolls. Similarly, Each Dysha color like Desti or Launtra is similar to Trinity's individual Aptitude Modes like Mindshare or Adaptation.

Desti

Stiff

Cost: 1 duration: 1 round 1B/Success

Lightning Bolt

Cost: 1, damage: 1L/Success

Frost Bolt

Cost: 2, damage: 1L + 1L/Success

Lightning Strike

Cost: 5, damage: 2L/Success + throw victim 1 yard/2 successes (round down)

Penetration Bolt

Cost: 7, damage: 1L/Success, ignores all armor

Du

Orb of Light

Cost: 0, duration: 10 minutes/Permanent Isho Point

Flingers

Cost: 2, damage: each orb does 1L/2 Successes (round down) 5 orbs

Quantum

Cost: 1, damage: 1L/Success

Cast Energy

Cost: 2, damage: 1L + 1L/Success

Crater

Cost: 4, damage: 2L + 1L/success, 1L/success to everyone within 2 meters

Ebba

Push

Cost: 0

Tumble

Cost: 1, duration: 1 round

Levitate

Cost: 2, duration: 1 round/Permanent Isho Point

Power Orb

Cost: 1, damage: 2B+1B/success

Ping

Cost: 1

Power Hold

Cost: 1, duration: 3 rounds+1 round/Permanent Isho Point

Programmed Force
Cost 2

Suspension Orb
Cost: 3 1 round/Permanent Isho Point

Spinner
Cost: 5 1 round/Permanent Isho Point

Constrictor
Cost: 8 2L/success

Gobey

Shield
Cost: 1, duration: 1 round

Bubble
Cost: 2, duration: 1 day/Permanent Isho Point

Body Shield
Cost: 4 3 rounds + 1 round/Permanent Isho Point

Wall
Cost: 6, duration: 1 week/Permanent Isho Point

Shield Shatter
Cost: 3, duration: 1 round/Permanent Isho Point

Cage
Cost: 5, duration: 1 hour/Permanent Isho Point

Shield Implosion
Cost: 7 duration: 1 round/Permanent Isho Point

Launtra

Fire Touch
Cost: 1, duration: 1 round damage: Brawl or Martial Arts

damage becomes: 3L + 1/Brawl or Martial Arts success

Night Eyes
Cost: 0, duration: 1 round/Permanent Isho Point

Bell
Cost: 1

Weather Shield
Cost: 0 duration: 30 minutes/Permanent Isho Point

Healer
Cost: 2 Heal 2 B or 1 L/Success

Walk on Water
Cost 1, duration: 10 minutes/Permanent Isho Point

Spider Grip
Cost: 2, duration: 1 minute/Permanent Isho Point

Faint Touch
Cost: 1pt/point of target's Permanent Isho, Make a resisted test of successes vs. the target's Stamina. If you win the target is unconscious for 1 minute/success

Spectral Stun
Cost: damage: 1B/success targets are confused for 1 round/success

Shal

Faint
Cost: 2, Make a resisted test of successes vs. the target's Stamina. If you win the target is unconscious for 1 minute/success

Calm Animal
Cost: 1

Blinding
Cost: 1, duration: 1 round/Permanent Isho Point

Message Orb
Cost: 1

Scramble
Cost: 5, duration: 1 round/Permanent Isho Point

Brain Blast
Cost: 1

Body Freeze
Cost: 2, duration: 1 round/Permanent Isho Point

Drain
Cost: 5

Craze
Cost: 2, duration: 1 round/Permanent Isho Point, damage: 1B/success

Tra

Deflector
Cost: 1/2 points of orb or bolt

Inner Ear
Cost: 1 duration: 1 round/Permanent Isho Point

Inner Eye
Cost: 2 duration: 1 round/Permanent Isho Point

Reflect
Cost: 5

Create Warp
Cost: 12 duration: 1 round/Permanent Isho Point

New Dyshas Descriptions:

Launtra

Weather Shield
Cost 1 Isho, Level 2, 20 minutes/Permanent Isho Point

This dysha consists of running Isho over your body to protect you and your clothing from the elements. This dysha protects users and their gear from rain, snow, and extremes of temperature. Temperatures between 0 and 40 C do not effect the user at all (they feel like a mild 20 C day) which temperatures which are warmer or colder than this feel correspondingly milder.

Walk on Water
Cost 1 Isho, Level 3, 10 minutes/Permanent Isho Point

This dysha consists of running Isho over and around your feet so as to spread out you weight and support you. While using this dysha you can walk safely on water or quicksand. In addition you will leave no tracks on snow, and your traction of ice will be increased.

Shal

Message Orb
Cost 1 Isho, Range 20, Level 2

This orb allows you to craft full sensory message which will be delivered to the target of the orb. This message can be up to 1 minute long.

However, since it is delivered directly into the brain of the target it takes only 1 round to assimilate. Memories can be sent with this orb, but it is just as easy to send lies. It may be useful to weave this dysha as an invisible orb, since if someone does not know you are sending them a message all they will see is a Shal orb aimed for their head.

Tra

Read Isho Traces:
Cost 2 Isho, Level 4 This is a dysha which resembles a naull orb. The user weaves this orb and then touches it (while still holding it) to the target. Once the orb is in contact with the target the user can sense the Isho pattern of anyone who has touched the target in the last 24 hours. Treat this knowledge like using Tra sense. Each bundle doubles the duration which can be read.

Also, if an object has remained untouched for a significant period of time (such as earthtec in a cryo vault) this dysha can sometimes read information about the last individual to handle this object.

Ebba:

Programmed Force
Cost 2 Isho, Range 10, Level 3

This orb works exactly like the Push dysha, except that the direction and level of force of the push is determined by the user. You could throw this orb at a bottle and cause it to scoot sideways (or any other direction) along a counter. You could also program the orb to make the bottle go 3 feet straight up and then fall. You could even program the orb so that it would bring the bottle back to your hand. The only limit on the dysha is that it can only move a single target in a single manner.

Also, the orb does not perform lasting effects like the suspensor dysha, the dysha falls once it has moved its target.

Species Modification

Muadra

Muadra have no Injured Health Level

Muadra maximum Strength 4 dots

Boccord gain an extra Injured Health Level,

Boccord use the optional Lethal Soak rules on page 240 of the Trinity Rulebook

Boccord gain +1 dot to Strength (maximum of 6) Boccord can learn all Signature Skills

Crugar: +1 die to smell and hearing related Perception rolls, and +1 die to all Athletics rolls

Crugar can learn Desti Dyshas

Woffen

+1 die to smell and hearing related Perception rolls

Woffen can learn Ebba Dyshas

Bronth

Bronth gain an Extra Injured, and an extra Maimed Health Level

Bronth use the optional Lethal Soak rules on page 240 of the Trinity Rulebook

Bronth gain +2 dots to Strength (maximum of 6)

Bronth can learn all Signature Skills

Thivin

Thivin have no Injured Health Level

Thivin maximum Strength 3 dots

Thivin heal twice as fast as everyone else

Thivin can learn Launtra Dyshas

Salu

Salu can learn all signature skills

Basic Character Generation

All Attributes start at 1

Place 7 additional points in one attribute category, 5 points in the second and 3 points in the third.

Choose 23 dots in Abilities (none over 3)

Initial Willpower 5

Choose 7 points of backgrounds

Permanent Isho is computed as: (Stamina + Wits + Color)/2 round up

Muadra, Boccord, and Thriddle all have Isho points 2x their Isho score, all other species with Isho have Isho points to their Isho score.

Shanthas have effectively unlimited Isho

All Characters receive 20 Freebie Points:

Freebie Point Costs

Trait	Point Cost
Attributes	5
Abilities	2
Dyshas	2
Isho Points	5
Willpower	2
Background	1
Initiative	1

Experience Point Costs:

Trait	Point Cost
Attributes	Current Rating x 6
Abilities	Current Rating x 4
Dyshas	Current Rating x 5
Isho Points	Current Rating x 6
Willpower	Current Rating x 3
Background	Current Rating x 3
Initiative	Current Rating

Backgrounds:

Devices give the PC Shanthic or Earth Tech

Status 1 Tauther

Status 3 Drenn

Status 5 Kesht

Being a full Drenn also requires an Influence of 1

Being a Kesht also requires and Influence of 3

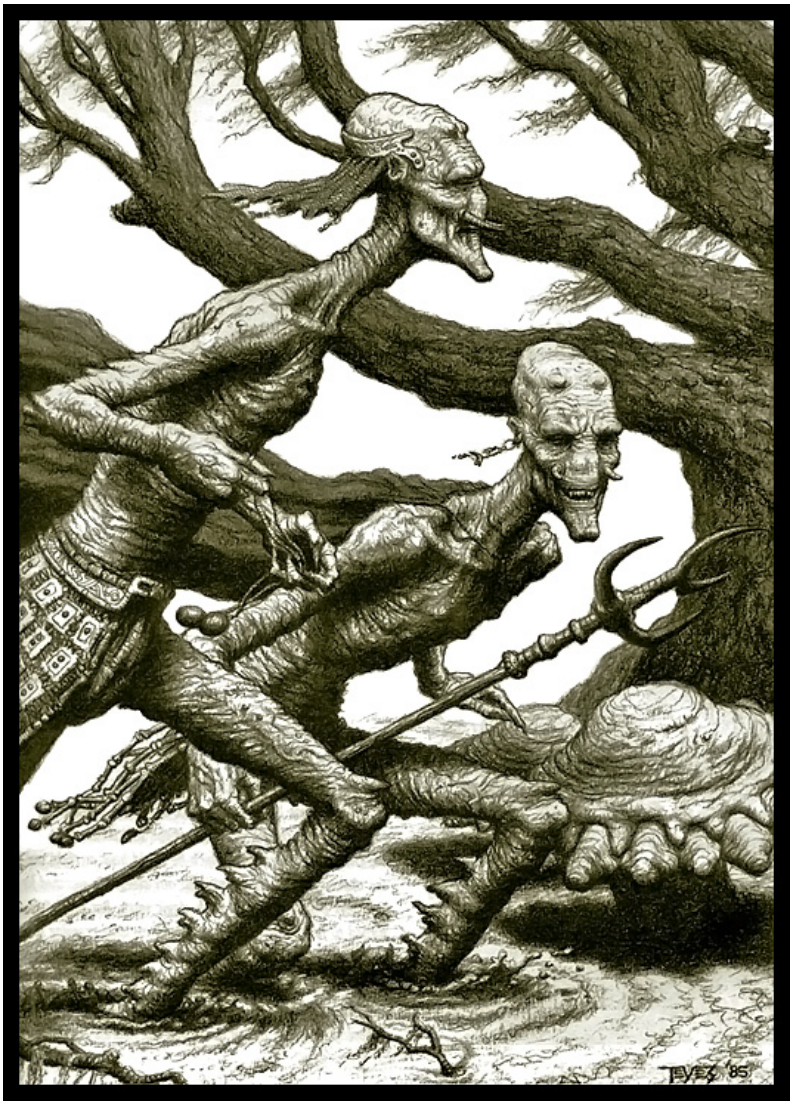
Iscin and various militaries have similar ranking systems, but without the necessary Influence requirements

Resources, Mentor, Influence, Contacts, Allies, and Followers are all unchanged.

Comments Welcome-

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Fuzion™* Jorune

by Joseph K. Adams

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Choosing A Player Race

At the opening level of the game, only Human, Muadra or Boccord may be chosen. These are humans and human variants which will allow a new play to get into the world to sample the flavor of Jorune before expanding into other races.

The iscin races of Bronth, Crugar, Cygra, Trarch and Woffen will be made available before long and, after a while, Corastin, Thivin, Blount, Acubon/Salu and Tologra will be added to the rules.

There are advantages and disadvantages to each race. The iscin races and alien races should not be played just like humans wearing a funny mask - they are different cultures, creatures and attitudes. Allow yourself time to explore Jorune as a human variant before trying one of the more difficult races.

Base Senses

	BOCCORD	BRONTH	CRUGAR	CYGRA	HUMAN	MUADRA	TRARCH	WOFFEN
Sight	2	1	1	1	2	2	2	2
Hearing	2	2	3	3	2	2	3	3
Smell	2	3	3	3	2	2	3	3
Taste	2	2	1	1	2	2	1	1
Touch	2	2	2	2	2	2	1	2

Player Racial Bonuses

	Isho Mod.	Parental Benefit	Average Height	Average Weight	Other Languages	Common Weapon
Acubon	0.25	1d Mother's Occ.	5'6"	90	Salu 1	Club 2
Blount	0.25	None	4'4"	75	Salu 1, Acubon 1	Club 2
Boccord	0.5	1d, each Parents Occ.	6'8"	260	-	Sword 3
Bronth	0.5	1d, each Parents Occ.	7'2"	350	Thowtis -2	Club 3
Corastin	0.1	None	9'5"	450	3 Lang at 2	Big Club 3
Crugar	1.0	1d, each Parents Occ.	5'10"	140	-	Sword 2
Cygra	1.0	1d, each Parents Occ.	5'10"	140	-	Sword 2
Human	0.5	1d, each Parents Occ.	5'11"	180	-	Knife 2
Muadra	3.0	1d, each Parents Occ.	4'10"	115	-	Knife 2
Salu	0.25	1d, Father's Occ	5'9"	95	Acubon 1	Knife 2
Thivin	0.25	2d, each Parents Occ.	5'5"	165	Entren 2	Knife 2
Tologra	2.0 1d,	each Parents Occ.	6'4"	325	Boru 1, Thowtis 1	Sword 2
Trarch	0.25	1d, each Parents Occ.	5'2"	240	Thowtis 2 from Own	Club 3
Woffen	1.0	2d, each Parents Occ.	5'7"	160	Boru -1 from Own	Sword 2

Acubon	3 Swim, No Written Language
Blount	1 Negotiate, 1 to other Language, No Written Language
Boccord	1 Weapon (Your Choice) 2
Bronth	1 Weapon (Your Choice) 2
Corastin	2 Weapons (Your Choice) 2, No Written Language
Crugar	+1 to Brawl, Survival (Wilderness or desert) 2
Cygra	+1 to Brawl, Survival (Wilderness or Forest) 2
Human	May use Earth-tec
Muadra	2 Estimate Isho, 2 Kern
Salu	3 Swim, No Written Language
Thivin	3 Negotiate
Tologra	1d Penalty to Interactions, May use Earth-tec.
Trarch	Club (Your Choice)2
Woffen	1 Swim, Navigate)1

PLUS Penalty and Bonus Dice

Borrowed from the PLUS system, each Penalty or Bonus die are rolled with your regular to make the roll harder or easier accordingly. The GM may also assign Bonus or Penalty die based on the situation in the scene.

For a **Penalty**, roll the indicated number of additional dice and take out the same number of low results in the roll, making it more difficult to succeed.

For a **Bonus** roll the indicated number of additional dice and take out the same number of high results in the roll, making it easier to succeed.

NOTE: As part of an occupation package, or buy buying up levels, Penalties can be reduced or Bonuses increased. You may NOT buy down interactions for extra points.

Interactions

When dealing with other races, your character will usually have a positive or negative reaction to that race. The following Bonuses and Penalties will be considered by the GM. Interactions can apply to conversation, etiquette, language, or other dealings between races.

B = Bonus die P = Penalty die

	PLAYER RACES							
	Boccord	Human	Muadra	Crugar	Cygra	Woffen	Bronth	Corastin
Acubon	1P	1P	2P	2P	2P	1B	1P	1B
Blount	1B	1B	1B	2B	1B	1B	1B	2B
Boccord	2B	1B	1B	3B	2B	2B	2B	1B
Bronth	1B	2B	2B	2B	1B	2B	1B	1B
Cleash	4P	4P	4P	4P	4P	5P	4P	3P
Corastin	1P	2P	1P	2P	1P	1B	1P	4B
Croid	2P	3P	3P	3P	2P	1P	2P	3B
Crugar	3P	4P	4P	2B	3P	5P	3P	2P
Cygra	2P	2P	3P	1B	2P	4P	2P	1P
Human	1B	2B	2B	1P	1B	2B	1B	1P
Muadra	1B	1B	2B	2P	1B	3B	1B	1B
Ramian	4P	5P	4P	5P	4P	4P	4P	3P
Salu	1P	1P	1P	1P	1P	1P	1P	1B
Scarmis	2P	2P	3P	2P	2P	3P	2P	1B
Shantha	3P	4P	1B	4P	3P	1P	3P	2B
Thivin	2B	3B	2B	1B	2B	4B	2B	3B
Tologra	1P	1P	1P	3P	2P	1B	1B	2P
Trarch	1P	2P	0	2P	1P	1B	1P	2B
Woffen	1B	2B	2B	3P	1B	1B	1B	3B

Fuzion Jorune Skill List

AGILITY (Based on Reflexes)

BALANCE (Easy) The ability to retain orientation while in motion or under stress.

JUMP (Easy) Able to clear a specific distance from standing or running start, on one or more feet.

WRESTLE (Moderate) The ability to grapple and counter an opponent in an effort to control, or damage, the target.

COMMUNICATION (Based on Presence)

BARGAIN (Easy) - The ability to strike a deal for an exchange of goods or services, or to successfully negotiate an agreement.

BRIBE (Moderate) - Knowledge to calculate the proper consideration to insure the cooperation of an official, guard or other person who could render a service. Failure indicates a serious misjudgment of the person and may create a negative reaction.

CURRENT EVENTS (Easy) - Keeping up to date on recent news through gossip, bar talk or media.

DEBATE (Moderate) Able to present one's own position and perceive the content of an opponents argument in a series of exchanges.

FAST TALK (Easy) The talent for saying the right thing in the right way to distract someone from an event, intent or action.

MEMORIZE (Easy) Is able to retain information without any recording equipment of any description.

ORATE (Moderate) Able to present opinion or data to more than one speaker in a manner capable of swaying the listener's opinions or actions.

PERSUADE (Moderate) Able to cause another to change his/her opinion or actions through verbal coercion.

RECORD (Easy) Able to utilize common technology to record words and images for later retrieval.

TEACH (Moderate) Can convey ideas successfully to permit another to obtain skills, ideas or abilities.

UNDERGROUND INFO (Easy) Your level of information outside the normal communication system for law-abiding society. Secret information regarding people and events outside the legal world.

COORDINATION (Based on Reflexes)

EVADE (Easy) Able to avoid detection after an initial contact with an opponent.

RIDE (Moderate) Able to mount and remain mounted while the riding animal is in motion at various speeds.

SKATE (Moderate) Able to retain balance and control motion of personal transports, including roller skates, roller blades, skateboards, surfboards, arial skimmers, etc.

TUMBLE (Moderate) Able to intentionally control his/her ability to present body in motion to prevent major injury and/or to arrive at a given position in s specific posture.

INTERACTIONS (Based on Charm)

Each race has a modifier in relation to other races. Unlike the official Jorune system, races do not suffer a penalty dealing with their own. (See Interactions Chart). Only player race Interactions effect game play.

ISHO (Based on Isho)

CAJI ENTROPY (Moderate) - A dangerous method for temporarily increasing isho and color (See text)

CRYSTAL CUTTING (Hard) - The ability to split, shape and shave crystals into forms that control or amplify the release of the isho stored within.

ESTIMATE ISHO (Hard) - The ability to just the strengths and the areas of strength of a target.

FALSE SIGNATURE (Moderate) - The ability to project an isho spectrum other than one's own.

ISHO WEATHER (Moderate) - An isho-users ability to appropriately judge the rises, falls an strengths of the local ambient isho. Most useful in predicting (and surviving) isho storms. ISHO ISHO SENSITIVITY

KERN (Easy) - The ability to flush all isho from the system, used to prevent burning from an isho build-up. Kerning burns one point of Isho for one week after the action is taken. The points of Isho drained is equal to the number of points over minimal success. Critical failure results in a crippling of isho until repaired by a caji learsis or copra healer.

KERN OTHER (Hard) - The ability to flush isho from an unresisting target. Critical failure indicates damage taken to a random body part for both the target and the caster.

MASK SIGNATURE (Moderate) - The ability to conceal the isho signature of the caster or a target.

RACE SIGNATURE (Moderate) The ability to tune in on the isho emanations of a specific race of creatures at the sacrifice of other detail that is not the specific focus of the isho user.

READ SPECTRUM (Hard) - The ability to perceive and properly interpret the broad spectrum projected by all living things according to their species.

TRA SENSE (Hard) - The shifting of perception from visual light to isho signatures and spectrums to perceive surroundings in three dimensions, includes the reading of shapes, forms, positions, distances and

WARP STABILIZATION (Hard) - The ability to hold a collapsing warp open for the number of seconds in excess of a the threshold of minimal success. NOTE: Warp Stabilization may be attempted using crystals or a joint effort with other isho users casting Warp Stabilization at the same time on the same warp.

COLOR SKILLS

Color indicates the seven types of isho and the character's relative strength with those Ishos.

KNOWLEDGE (Based on Intelligence)

ACCOUNTING (Moderate) Can successfully track possessions, money or barter through a series of transactions and provide accurate information about the transaction and its result.

AMBUSH (Moderate) Can surprise an opponent to prevent defensive action while the player character initiates combat.

ANTHROPOLOGY (Moderate) Informed about various human groups and societies at various points in history. Usually indicates features of a society before historical records begin.

AREA KNOWLEDGE (Easy-Hard, per GM) The character possesses a detailed knowledge about a specific area of knowledge not covered by the other skills. This should be approved by the Gamemaster before play begins.

ARITHMETIC (Easy) Basic knowledge of additions, subtraction, multiplication and division for non-technical figures.

ASTRONOMY (Moderate) Able to identify stars, planets, constellations and other heavenly bodies, and understand importance or threat of events between planets or stars.

BIO-TEC - Basic (Moderate) The ability to recognize or use the artifacts of Bio-tec; incupods, durlig, etc.

BIOLOGY (Easy) Can identify and understand evidence, parts and workings of animals and sentient creatures.

BUREAUCRACY (Easy) Able to move within the network of positions, authority, corruption, bribery, and favors of contemporary municipal and political structures.

CHEMISTRY (Moderate) Can identify and understand chemical compounds, functions, interactions or results.

CONTACTS (Moderate) The possibility of having someone in position at the target location who may be able to provide the character with a favor or information.

COOKING (Easy) Can prepare raw ingredients to make a tasty meal.

CULTURE (Moderate) Can understand and use information related to the interaction of positions and groups within societies.

DEMOLITION (Moderate) Can successfully plan the shaping of explosive charges to destroy an object or structure in a predictable pattern.

DIAGNOSE (Moderate) Can correctly identify a disease or injury, with a bonus toward successfully treating the condition or providing therapies to improve the condition.

EARTH-TEC - BASIC (Moderate) The ability to recognize and attempt to use the basic artifacts of the colony; weapons, surgical equipment, readers, etc.

ELECTRONIC COMMUNICATION (Moderate) Can use or maintain equipment for transmission or reception of communication frequencies.

ETIQUETTE - CAJI (Moderate) Knows the proper way to greet, address and show respect a caji, copra or sho, either by a caji or another character approaching a caji.

ETIQUETTE - MILITARY (Moderate) Knows the proper way to greet, address and show respect for each level and branch of military.

ETIQUETTE - THRIDDLE MADNESS (Hard) Knows how to avoid damage during bouts of Thriddle Madness - to self, to the thriddle afflicted and to those nearby.

FAUNA - Can identify species and understand the behavior and possible usefulness of species or groups of fauna.

FORGE (Moderate) Can successfully duplicate a document, signature or other thing so as to be undetectable through normal means.

GENERAL MEDICINE (Hard) Able to perform common medical services with the use of usual equipment at a hospital, clinic or medical bay.

GEOGRAPHY LOCAL (Easy) Knowledge of local cities, physical landmarks, nations, regions and zones within a few days walk of home.

GEOGRAPHY WORLD (Moderate) Knowledge of other countries, key information, boundaries and political systems.

GEOLOGY (Easy) Can identify, understand, postulate cause and predict result of visible planetary surface and sub-surface formations.

GUNNERY (Moderate) Is familiar with maintenance and use of heavy firearms and artillery, plotting trajectories, targeting, and firing such weapons.

HISTORY - local (Easy) Able to recall previous information regarding people, places, events, and other information from the past relating to the immediate area, culture and people.

HISTORY - world (Moderate) Able to recall previous information people, places, events, and other information from the past relating to other cultures and peoples.

HUNTING / FISHING (Easy) Can successfully obtain food and animal materials using local fauna and water life.

INSTRUMENTS (Moderate) Can accurately identify information devices and obtain accurate readings from indicators on those instruments.

LANGUAGES (Easy-Hard) Able to communicate successfully in the language indicated, other than one's own. (Easy-Hard)

LEGENDS AND LORE (Easy-Hard) Familiar with names, places, events and theories in cultures other than one's own, usually referencing low-technology societies.

LIMILATE - Find (Easy) The ability locate the raw plates used in the healing arts, know the effects and preserve the items for preparation later.

LIMILATE - Prepare (Moderate) The ability to take raw materials and turn them into powers, elixirs, tablets, teas and other forms to be stored, given, sold or traded.

LITERACY (Moderate) The ability to recall the great works of fiction of the languages familiar to the character.

LOCKSMITH - (Easy) Can create or defeat most locking devices common in the society in which the person operates.

MAPPING (Moderate) Can create and/or understand two dimensional representations of terrain, topography or other three-dimensional objects.

MARTIAL ARTS (Easy-Hard) Able to use marital art attack and defense with familiarity and effectiveness.

MATHEMATICS (Moderate) Is able to perform accurate calculations beyond simple arithmetic, such as geometry, trigonometry, calculus, etc.

MINE (Moderate) Able to set offensive devices underground for expected detonation by an enemy character.

MIX (Moderate) Able to move within a variety of social classes and social situations and successfully interact with other persons in that situation.

PALEONTOLOGY (Hard) Can identify and understand traces of pre-historic human development, including artifacts, remains and other evidences.

PHARMACOLOGY (Moderate) Can identify plants and compounds capable of effect on biologic systems; can identify plants, fungi or animals which can be used to concoct preparations for desired effects on biologic systems.

PHYSICS (Moderate) Can understand and use information related to the interaction of physical materials and energies.

PSYCHOLOGY (Moderate) Can predict behavior based on previous behavior, the history of the subject under discussion, and normal/abnormal models of behavior.

PSYCHOTHERAPY (Hard) Can assist another person to recognize and change behaviors, without or without that person's recognition of the results of such change.

LANGUAGE READ/WRITE (Moderate-Hard) Able to successfully communicate in written forms within a given language other than one's own.

LANGUAGE SPEAK (Easy-Hard) Able to successfully communicate in oral forms within a given language other than one's own.

SABOTAGE (Moderate) Able to create malfunction in device.

SAILING (Moderate) Able to direct, maintain and safely pilot a sail-powered recreational craft.

SCOUT (Moderate) Able to serve a point for reconnoiter, survey and advance movement of forces.

SCROUNGE (Easy) Able to find survival materials, such as shelter, food and water, in a given situation; able to create materials from local items to use in creation of artifacts to permit or enhance survival.

SECURITY (Moderate) Is able to plan and execute strategies for the protection of persons, equipment or data, with appropriate responses to interference or changes related to the original strategy.

SET-UP CAMP (Easy) Common ability to select a site with appropriate security, sanitation, and comfort.

SHIPBUILDING (Moderate) Is able to design or follow pre-existing plans to construct a craft.

STRATEGY - Able to create series of strategies that create a pattern of successful operations.

STREETWISE - Able to move in urban landscapes without endangering self or others and able to interact in a way that will enhance survival possibilities.

STYLE - Able to dress, groom and behave within the bounds of social convention, style and fashion.

SURGERY (Hard) Able to perform advanced medical procedures with advanced equipment at a hospital, clinic or medical bay.

SURVIVAL (Based on Will Power)

LOCAL (Easy) Enhances the ability to survive in unfamiliar circumstances in familiar surroundings.

ARCTIC (Hard) Can use native materials to enhance chances of survival, and adjust behavior to suit arctic conditions.

DESERT (Hard) Can use native materials to enhance chances of survival, and adjust behavior to suit desert conditions.

JUNGLE (Moderate) Can use native materials to enhance chances of survival, and adjust behavior to suit jungle and rain-forest conditions.

MOUNTAIN (Moderate) Can use native materials to enhance chances of survival, and adjust behavior to suit mountain conditions.

OCEAN (Hard) Can use native materials to enhance chances of survival, and adjust behavior to suit aquatic conditions.

URBAN (Moderate) Enhance chances of survival, and adjust behavior to suit unfamiliar villages, towns, cities or metropoli.

WILDERNESS (Moderate) Can use native materials to enhance chances of survival, and adjust behavior to suit forest, wildlands or undeveloped savannah or prairie conditions.

TACTICS (Moderate) Able to select successful course of action for offensive or defensive action.

TEACHING (Moderate) Able to get information across in a reliable way which results in the student gaining of 1d skill in the lesson being taught.

TRAPS (Easy) Can construct snares, traps and defenses to improve survival or defend from predators.

WEATHER (Moderate) The ability to predict weather for the near future. A successful roll gives an accurate forecast for the number of hours equal to the number of points above minimal success.

MANIPULATION (Based on Will Power)

BOATING (Moderate) Can perform common tasks required to successfully initiate and/or conclude a voyage by water-craft.

CRAFT (Moderate) Able to create item through common materials, such as wood, leather or naturally occurring objects.

JUGGLE (Moderate) Able to suspend objects in motion through physical manipulation.

KNOTS (Moderate) Able to tie or untie knots in a variety of flexible materials and with varying degrees of complexity.

NAVIGATE (Moderate) Able to successfully determine direction and relation of self to landmarks, cities or topographic features.

PICK POCKET (Moderate) Removal of watches, bracelets, etc.; able to remove object (s) from another person's pockets, person, pouches or clothing without detection by the person being victimized.

SHIP HANDLING - Able to successfully guide a ship, aircraft or spacecraft after the craft is already launched and prior to arrival at the destination.

SLEIGHT-OF-HAND (Moderate) Able to manipulate cards, coins or other objects in a way that prevents an observer from determining the object's true location.

WEAPONSMITH (Moderate) Able to build a variety of weapons at a technological level appropriate to the character's background or the game setting.

MELEE (Base: Will-1)

ADVANCE (Easy) Can successfully move toward an opponent for the purpose of engaging in combat.

ENTANGLE (Moderate) - Can remove a weapon from an opposing player without causing damage to either character.

WITHDRAW (Easy) Can successfully move away from an opponent for the purpose of avoiding or escaping combat.

PERFORMANCE (Based on Presence)

ACT (Moderate) Able to effectively portray a person different from the character.

ANIMAL HANDLING (Easy) Can maneuver, care for and induce animals to do as he/she wishes.

DISGUISE (Moderate) Can change appearance, clothing, body language to portray another person in a non-theatrical setting.

DRAW (Moderate) Can create an effective representation of a subject in two dimensions using writing instruments or electronic drawing implement.

MIMIC (Moderate) Can alter voice to sound like another being (Level 1: Not sound like self; Level 2: Sound like a specific individual).

PAINT (Moderate) Can create an effective representation of a subject in two dimensions using traditional color media or electronic art implements; able to make a room the right color without wallpaper.

PERFORM (Moderate) Can appear before an audience to compile another function, including singing, playing an instrument, playing a role or delivering a speech.

PLAY INSTRUMENT (Moderate) Can successfully create the appropriate musical notes from a specific instrument.

SCULPT (Moderate) Can create an effective representation in three dimensions using a variety of materials including stone, wood, clay, paper maché, meat or cheese.

SING (Moderate) Can vocally reproduce notes in a manner that does not make other people scream and run from the room; or can cause that specific effect by design.

WILL (Based on Will Power)

DRINKING (Easy) Can imbibe intoxicating beverages without negative effects. Takes one penalty die for every failure on Drinking skill. Must be rolled after every three drinks, regardless of time taken to drink the three in a 24 hour period.

GAMBLE (Moderate) Can place effective wagers with a large dependence on luck.

INTERROGATION (Moderate) Can successfully get information from an uncooperative person.

INTIMIDATE (Moderate) Can create fear in an opponent.

JUDGE (Moderate) Able to gain an accurate assessment of a person, place, object or organization with little information.

LEAD (Moderate) Can influence others to follow the actions the character chooses to take, provided the character is not expecting the others to perform an action on their own.

LIE DETECTION (Moderate) Can determine the honesty of a person, or the degree to which the person believes the information he/she conveys is accurate.

RESIST DRUG (Moderate) Can identify objectives and maintain resolve under the influence of drugs.

RESIST TORTURE (Moderate) Can identify objectives and maintain resolve under the influence of physical, emotional or mental torture.

SEDUCE (Moderate) Can successfully persuade members of the sex of their choice to provide information, items or other desired favors.

EARTH-TEC SKILLS (Based on Intelligence)

ASTROGATE (Hard) Able to chart a course, direct a ship to a destination or successfully identify a starships current position.

ASTROPHYSICS (Hard) Can successfully calculate mechanics of gravity or radiations, or to identify threats or benefits from interstellar events, objects or conditions.

BIO-TEC - Advanced (Hard) - The ability to repair or program artifacts of Bio-tec; corks, burslers, harvesters, etc.

COMPUTER TECHNOLOGY (Hard) Can perform repairs and routine maintenance on cybernetic devices, computers and micro-processor based machinery.

CYBERNETIC ENGINEERING (Easy) Can design and build computer based systems, machines or robots.

EARTH-TEC - ADVANCED (Hard) The ability to recognize, repair and alter advanced artifacts of the colony; computers, tec-tons, transport, etc.

ELECTRICAL ENGINEERING (Moderate) Can design, install, maintain or repair wiring and devices related to power conduction and applications.

GENETICS (Very Hard) Can identify and understand the construction, purpose, and result of gene codes.

HEAVY MACHINERY (Moderate) Can identify, operate and perform normal operational maintenance on equipment outside common equipment skills.

MECHANICAL ENGINEERING (Moderate) Can design, construct, maintain and use mechanical devices. (For microprocessor controlled devices, must also use Computer Technology.)

NUCLEAR ENGINEERING (Hard) Can identify and understand most forms of reactors, energy cells, bombs and other devices and evidence of nuclear technologies.

PILOT (Moderate)Able to successfully launch, guide, maneuver and land aircraft and spacecraft. Type of craft must be indicated.

PLANETOLOGY (Moderate) Can identify and understand data related to planetary position by a star, atmospheric composition, geologic activity and environmental interactions.

PROGRAMMING (Moderate) Can prepare, record, install programs and direct functions of cybernetic devices.

ROBOTICS (Hard) Can understand, design, and direct the operation of independent mechanical/cybernetic devices. (Must use Cybernetic Engineering and Mechanical Engineering for construction.)

SHIP'S DRIVE ENGINEERING (Hard) Can maintain and repair function sub-light propulsion systems

ZERO-G MANEUVER (Hard) Able to launch self through low or zero gravity chamber, successfully calculate arrival and how to arrive without doing unintended damage to self, others or equipment.

PLAYER _____

CHARACTER _____

NATION _____ RACE _____

OCCUPATION(S) _____

RETURN TO Jorune

FUZION

EVERYMAN

	BASE	STAT	OP	ROLL
ATHLETICS	+2	DEX		
CONCENTRATION	+2	WIL		
DODGE DEX + 3 = ____ + Roll				
EVADE	+2	DEX		
FIRST AID	+2	INT		
HAND TO HAND	+2	DEX		
LOCAL AREA	+2	INT		
Location:				
PERCEPTION	+2	INT		
PROFESSIONAL SKILL				
FAMILY SKILL				

CHARACTERISTICS

	BONUS
INT (Intelligence)	
WIL (Will Power)	
PRE (Presence)	
TEC (Tech/Magic)	
REF (Reflexes)	
DEX (Dexterity)	
CON (Contitution)	
STR (Strength)	
BODY	
MOVE	
MORALE	

SKETCH

DIFFICULTY	ROLL
Everyday	14
Competent	18
Heroic	22
Incredible	26
Legendary	30

- **SD** = CON x 2
- **ED** = CON x 2
- **SPD** = REF / 2
- **REC** = STR + CON
- **END** = CON x 10
- **STUN** = BODY x 5
- **HITS** = BODY x 5
- **LUCK** = INT + REF
- **RES** = WIL x 3
- **CV** = REF / 3

- **RUN** = MOVE x 2
- **SPRINT** = MOVE x 3
- **SWIM** = MOVE x 1
- **LEAP** = MOVE x 1
- **ISHO MODIFIER**

ISHO ☐

LIH-AL (COLOR) _____

☐ **COLOR POINTS**

GENERAL SKILLS

	STAT	OP	ROLL
ANIMAL HANDLING	PRE		
ARITHMETIC	INT		
BARGAIN	PRE		
BIO-TEC (Basic)	TEC		
BRIBE	PRE		
BUREAUCRACY	INT		
CONCEAL	TEC		
CONTACT	PRE		
CURRENT EVENTS	INT		
EARTH-TEC (Basic)	TEC		
FAST TALK	PRE		
FAUNA RECOGNITION	INT		
FLORA RECOGNITION	INT		
GEOGRAPHY (Basic)	INT		
GEOLOGY (Basic)	INT		
HISTORY (Basic)	INT		
INFORMATION SEARCH	INT		
STEALTH	DEX		
SURVIVAL	WIL		
SWIM	DEX		
TAILING	WIL		
TRACKING	TEC		
TRAVELER	INT		

WEAPONS/DYSHAS

	ADV.	DMG	RANGE	ROF

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Fuzion Jorune Character Sheet

FUZION 5.02

SKILLS	STAT	OP	ROLL

LOCATION	Roll	Effect	To Hit	ARMOR
Head	3-5	x2	-6	
Hand	6	x1/2	-4	
Arm	7-8	x1/2	-3	
Shoulder	9	1	-3	
Chest	10-11	1	-1	
Stomach	12	x1.5	-5	
Vitals	13	x1.5	-6	
Thigh	14	1	-2	
Leg	15-16	x1/2	-3	
Foot	17-18	x1/2	-4	

ISHO SKILL / DYSHA DETAIL

ISHO

COLOR

Current

COLOR COSTS

Key Dysha - Free. +3 to Throw. 2 to Throw.

Easy Dysha - 2 Color to buy. No penalty own Lih-al, -3 otherwise. 2 to Throw.

Hard Dyshas - 4 Color to buy penalty -3 w/your own Lih-al, -6 otherwise. 4 to Throw.

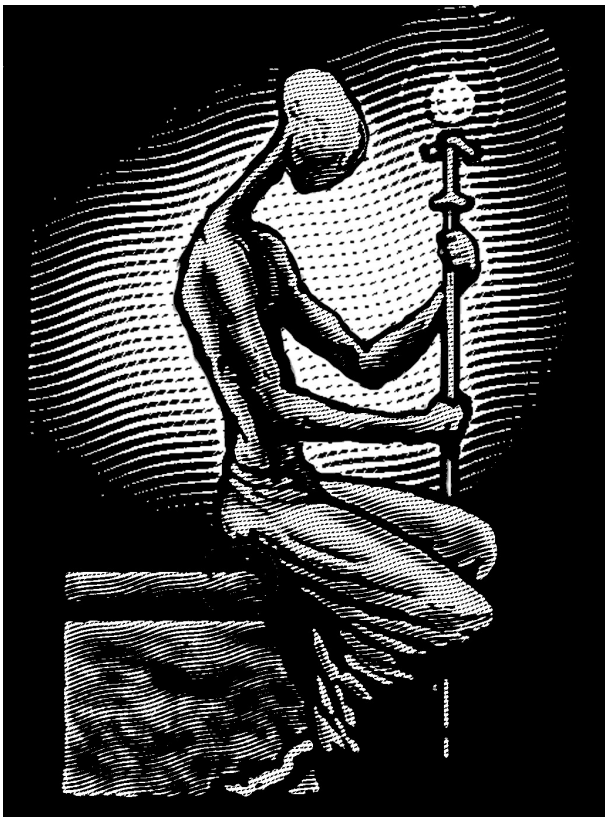
Very Hard Dyshas - 6 to buy. -4 w/your own Lih-al, -8 otherwise. 6 to Throw.

ISHO + COLOR = ROLL		LIH-AL	COLOR	ROLL
KERN	Base ISHO + 2	n/a		

PERSONAL GEAR / MONEY / TRADE ITEMS

ORFA Jorune

One Roll Fits All v1.2



ORFA "**O**ne **R**oll **F**its **A**ll" is based on the evolution of the original 3rd Edition d20 system, originally called "j20." The system intended to fulfill the goal of a simple gaming system using one die and a minimum number of rolls to determine failure or success, the degree of success (damage or failure). An ORFA GM must keep rolls to a minimum, requiring only rolls than can realistically effect the outcome dramatic direction of the game.

Game Mechanic

When an attempt is made, either opposed by an adversary, or simply as an effort, the roll of one 20-sided die (1d20) determines the success and degree of effect. You determine your target number by adding your Characteristic and the Named Skill that applies to the effort (if you have a Named Skill). A roll of "1" always succeeds. A "20" always fails . This means a target of 20 (17 Maximum Characteristic + 13 Maximum Skill) would fail with a 20. A normal human would have a 10 in any characteristic.

The difference between your target number and your roll is you **Degree of Success.** That difference will be applied to the result of your successful roll, which may include damage to your opponent.

NPCs or Full Character

A **NPC** (Non-Player Character) is intended intended to make a quick for immediate play. It is possible to play a game or campaign using nothing but the **NPC** format as Player Characters, but a later ORFA book is planned to provide full traditional 12-Stat full Jorune character development.

NPCs are based on a 49 points for Characteristics. There are five Characteristics: MENTAL, PHYSICAL, SOCIAL, COMBAT and ISHO. Actions and attempts are based on one of those four. Named skills can be added to your Characteristic, which raises your target number. Each Characteristic must have a level of 1 or above, including races who have no Isho ability.

Named Skills

Named skills are chosen for each of the four Characteristics. You have the number of points in the can be taken with each for four characteristic. Names skills are taken at levels of +1 (Green, but exposed to that skill), +2 (Trained) or +3 (Seasoned) points each. The point for each skill is added to the Characteristic level points added to their roll on the applicable Characteristic.

One skill for the Character may be taken as +4 (Expert).

Named Skill Pools

A character has the following levels of Characteristic (based on 49 points for generation) and Named Skill points based on the Characteristic level.

For example:

Stat	Level	Points for Skill Purchase
Mental	11	11 points for Mental Skills
Physical	11	11 Points for Physical Skills
Social	10	10 points for Social Skills
Combat	12	12 points for Combat Skills
Isho	5	5 points for Isho Skills

A character is attacked in an alley and has a "Combat" of 12 with a named skill of "Knife" at 3, which means the roll is for 15 or less. If the roll comes up 8, your have a success of 7 (7 points above your Knife+Combat Target number. That translates to 7 points of damage.

ORFA applies some changes to the Isho of the third edition.

Isho is the natural energy of Jorune which can be manipulated for peaceful, useful or warlike purposes. There are seven "colors" of isho, called 'lih-al'. Each of which has a particular effect.

"Color" is dictated by race - they are the lih-al possible for each race to use. Choices of dyshas (the manipulated forms of Isho) and isho skills are limited to the lih-al of the characters race. Isho Skills.
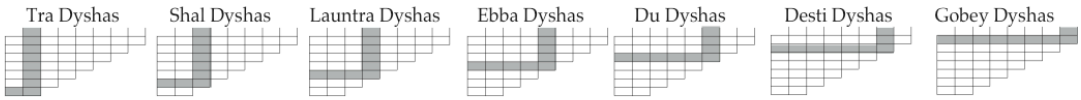
Isho for game play is limited to the number assigned to the **Isho Characteristic**. For example a human with an Isho of 3 may roll on Isho - for whatever reason - no more than 3 times during a game. A muadra with an Isho of 14 may roll on Isho 14 times for Dyshas or Isho Skills.

Interference

It is possible for any character to evade/ interfere with an attacking dysha with a natural roll of '1' on 1d20. In the original game only humans had this ability, but it has proven more effective to give the chance to survive an attack in game play. Our extensive research shows that dead characters aren't much fun to play.

Dyshas

A normal race has the number of points in Isho to name their dysha with a bonus of +1, +2 or +3.



BASIC DYSHAS	TRA White	SHAL Blue	LAUNTRA Green	EBB A Yellow	DU Amber	DESTI Red	GOBEY
GOBEY	Shield Implode	Power Orb	Body Shield	Suspension Orb	Power Hold	Penetration Bold	Shield •
DEST	Reflector	Frost Bolt	Stiff	Spinner	Sear	Lighting Blast •	
DU	Inner Eye	Spectral Stun	Night Eyes	Power Orb	Orb of Light •		
EBB A	Floater	Scramble	Shining	Levitate •			
LAUNTRA	Inner Ear	Body Freeze	Healer •				
SHAL	Rummage	Brain Blast •					
TRA	Deflector •						

A character *must* take the Primary Dysha for each Lih-al before taking any others in the dyshas using that Lih-al. For example, a characters with Isho of 12 and a Levitate (Ebba) at +3 needs a 15 or less to succeed. The **Degree of Success** may give control over direction and speed of the levitation.

Isho Pool is the number of points available to buy Dyshas and Isho Skills, which is equal to the number of points in the Isho Characteristic.

Muadra have 2 times the number of points in Isho to name Dyshas and isho skills. Shantha have 4 times the number of points in isho to name Dyshas and isho skills.

Jorune ORFA Racial Modifiers

When an attempt is made, either opposed by an adversary, or simply as an effort, the roll of one 20-sided die (1d20) determines the success and degree of effect. The characters applicable Characteristic (Mental, Physical, Combat and Isho).

** = Third Edition Player Race

ACUBON

Physical +1
Social -2
Combat -1
Lih-al: Launtra
+2 Swim, +1 in Fresh water

BLOUNT

Physical -3
Combat -3
Social +2
Isho -3
No Isho, may interfere of 1

BOCCORD **

Physical +1
Social -1
Combat +2
Isho +1
Lih-al: Gobey, Desti

BRONTH **

Physical +2
Social -1
Combat +2
Isho +1
Lih-al: Gobey, Ebba, Launtra

CLEASH

Mental +2
Physical +2
Social -3
Combat +2
Isho *
* No Isho, effected by Shal, may interfere on natural 1

CORASTIN

Mental -1
Physical +3
Social +2
Combat +3
Isho -3
No Isho, may be effected by physical or mental dyshas, May interfere on '1'

CROID

Mental -3
Physical +3
Social -3
Combat +3
Isho -3
No Isho, may be effected by physical or mental dyshas, May interfere on '1'

CRUGAR **

Physical +1
Social -2
Combat +1
Isho +2
Lightning Blast only

CYGRA **

Physical +1
Social -1
Combat +1
Isho - +2
Lightning Blast only

HUMAN **

Lih-al: Desti, Du
+2 Earth Tec

MUADRA **

Physical -2
Social -1
Combat -2
Isho - +3
Lih-al: Any Isho -
Gets Isho x2 to name dyshas

RAMIAN

Mental -1
Physical +3
Social -3
Combat +3
Isho *
* No Isho, effected by Shal, may interfere on unmodified roll of 1 (also called a "natural 1").

SALU

Physical +1
Social -1
Combat -1
Lih-al: Launtra Only
+2 Swim, +1 Salt Water

SCARMIS

Mental -2
Physical +1
Social -2
Combat +2
Isho *
* No Isho, but may effected by physical isho attack
+2 Flying Attack

SHANTHA

Mental +1
Physical +2
Social -2
Combat +3
Isho - +3
Lih-al: Any Isho.
Has Isho x3 to name dyshas

THRIDDLE

Mental +3
Physical -2
Social +2
Combat -2
Isho -1
Lih-al: Desti, Du, Ebba or Launtra

TOLOGRA

Physical +1
Social -1
Combat +1
Isho +1
Lih-al: Gobey, Desti, Du, Ebba, Launtra

WOFFEN **

Social +1
Combat -1
Isho -2
Power Hold only

Skills for ORFA Jorune

Adapted from the Jorune-Fuzion Conversion

GENERAL SKILLS

Acting.....SOCIAL
Animal Handling.....SOCIAL
Arithmetic.....MENTAL
Armorer.....PHYSICAL
Astronomy.....MENTAL
Biology.....MENTAL
Bio-Tec (Advanced).....PHYSICAL
Bio-Tec (Basic).....MENTAL
Bite..... PHYSICAL
Blacksmith.....PHYSICAL
Bochigon.....PHYSICAL
Caji Etiquette.....SOCIAL
Carpentry.....PHYSICAL
Carving.....PHYSICAL
Climb.....PHYSICAL
Condrij Etiquette.....SOCIAL
Contacts.....SOCIAL
Cooking.....MENTAL
Creature Care.....PHYSICAL
Crowd Maneuver.....PHYSICAL
Crystal Cutting.....PHYSICAL
Current Events.....MENTAL
Dancing.....SOCIAL
Drawing.....MENTAL
Drinking.....PHYSICAL
Earth-Tec (Advanced).....MENTAL
Earth-Tec (Basic).....PHYSICAL
Endurance.....PHYSICAL
Evade.....PHYSICAL
Farming.....MENTAL
Fast Talk.....SOCIAL
Fauna Recognition.....MENTAL
Feat of Strength.....PHYSICAL
Fishing.....PHYSICAL
Fist.....PHYSICAL
Flora Recognition.....MENTAL
Foraging.....MENTAL
Gaming.....SOCIAL
Geography.....MENTAL
Geology.....MENTAL
Getting Around.....MENTAL
Hide in City.....COMBAT
History.....MENTAL
Horse.....PHYSICAL
Information Search.....MENTAL
Isho Weather.....ISHO
Juggling.....PHYSICAL
Jump.....PHYSICAL
Kick.....PHYSICAL
Languages.....MENTAL
Learsis.....PHYSICAL
Limilate Find.....MENTAL
Limilate Prepare.....PHYSICAL
Literature.....MENTAL
Lore.....MENTAL
Lothern.....PHYSICAL
Mathematics.....MENTAL
Medicine.....MENTAL
Metalurgy.....MENTAL
Military Etiquette.....SOCIAL
Orating.....SOCIAL
Painting.....MENTAL
Philosophy.....MENTAL
Physics.....MENTAL
Pibber..... PHYSICAL
Pick Locks.....PHYSICAL
Pick Pockets.....MENTAL
Play Instrument.....MENTAL
Prestidigitation.....SOCIAL
Resist..... MENTAL
Run.....PHYSICAL
Sailing.....PHYSICAL
Sculpting.....PHYSICAL
Searching **.....MENTAL
Set Traps.....PHYSICAL
Set Up Camp.....PHYSICAL
Shantha Etiquette.....SOCIAL
Shipwright.....PHYSICAL
Silent Movement.....COMBAT
Singing (Whistling).....SOCIAL
Sprint.....PHYSICAL
Story Telling.....SOCIAL
Swim.....PHYSICAL
Swordsmith.....PHYSICAL
Tackle.....PHYSICAL
Tailing.....COMBAT
Talmaron.....PHYSICAL
Tanner.....PHYSICAL
Tarro.....SOCIAL
Teaching.....SOCIAL
Thombo..... PHYSICAL
Thriddle Madness.....SOCIAL
Throw (Balanced).....COMBAT
Throw (Unbalanced).....PHYSICAL
Tracking.....COMBAT
Traveler.....SOCIAL
Underground Info.....SOCIAL
Wainwright.....PHYSICAL
Weaponsmith.....PHYSICAL
Weather.....MENTAL
Weaver.....PHYSICAL
Wilderness Travel.....MENTAL
Writing (Author).....SOCIAL

ISHO SKILLS

Dyshas.....ISHO
Race Signature.....ISHO
False Signature.....ISHO
Mask Signature.....ISHO
Estimate Isho.....ISHO
Tra Sense.....ISHO
Warp Stabilization.....ISHO
Crystal Manipulation.....ISHO

General Language Skill

You may choose a generic Language as a MENTAL ability to understand some bits of several languages. Your grammar, etiquette and accuracy may be lacking, but you can say basic pidgin phrases like “me go learsis where?” when needed.

Languages

Tongue	Culture/Race
Acu	Acubon
Abahth	Blount
Boru	Bronth*
Chaun-Tse	Crugar/Cygra
Cleash	Cleash
Corastin	Corastin
Croid	Croid
Engl	Thantier Human §
Gee'bo'ko'ushic	Scarmis
Entren	Human §
Rorch-ko	Ramian
Salis	Salu
Regios	Jaspian Human §
Shantha	Shantha
Thivin	Thivin
Hotha	Tologra
Triddis	Thriddle
Troffa	Trarch
Thowtis	Woffen*

** Understood by each other at +1.*
§ Understood by each other at -1.

Spoken language describes the social interaction with a different culture through its language. It assumes your success includes your appropriate etiquette.

Spoken languages are based on SOCIAL.

The Academic Language skill indicates writing, reading and translation. An advanced understanding of the language is required for reading, writing and translating documents from the other language to your own.

Academic Languages are based on MENTAL.

Other languages shown on this charge may be encountered and may be chosen by a player for his or her character, but the 19 languages shown are generally encountered.

Entren has become a primary trading language, spoken through out civilized Jorune.

Health

To create your character's **Health** add your **Physical Characteristic** and **Combat Characteristic** together.

Health is the measure of damage your Character can endure and is reduced by every point of the Degree of Success when you lose an attack. A six point Degree if Success means you take, or give, six points of damage to Health.

When your Health is at 1/2, you have a -1 to all actions. When you health is at 1/3 you have a -2 to all actions. When your Health reaches 1/4 you have a -3 on all actions.

When Health reaches Zero, your character is dead.

For gaming purposes, Health is restored at the beginning of each gaming session.

Customizing ORFA

ORFA is designed as a minimalist system and fully playable using Zip Rules.

The Gamemaster has full control of special features for the game to be played. This may mean adding to, or eliminating, features given in this summary, provided those changes are shared with the players prior to the start of the first game session.

Converting ORFA to other dice systems

The d20 base is easily converted for use by d100, d10, xd6 and descriptive systems.

1d6	2d6	3d6	d10	d20	d100	"FUDGE" Style	Alt. Jorune
1	2	3	1	1	10	Weak	Unfamiliar
2	3	5	3	7	30	Poor	Green
3	5	9	5	10	50	Fair	Familiar
4	8	13	7	14	70	Good	Experienced
5	11	16	9	18	90	Excellent	Seasoned
6	12	18	10	20	100	Superb	Master

NPCs can have specialized skills using a mechanic similar to those used in Third Edition SKYREALMS OF JORUNE. These modified specialties are bonuses ranks according to the training level.

Take the level of the Characteristic and add the level of a named skill. The resulting number becomes your Target Number for use of that named skill - roll that number or less to succeed.

Level	Bonus
Green	+1
Trained	+2
Seasoned	+3
Expert	+4

NOTE: Only one +4 "Expert" is allowed on your character sheet, but is not required.

Generation Scale - PC Races

	PHYSICAL		MENTAL		COMBAT		ISHO		POINT FOR	
	Mim	Max	Min	Max	Min	Max	Min	Max	GENERATIONS	
HUMAN	3	14	3	14	3	14	1	10	34	* See Isho Notes
BOCCORD	5	15	3	14	5	15	1	12	34	
MUADRA	2	13	3	14	2	12	5	15	34	
BRONTH	5	15	3	14	5	16	3	13	34	
CRUGAR	4	14	2	14	4	14	3	12	34	
WOFFEN	4	14	2	14	4	14	3	12	34	

Optional Plug Ins

The GM may opt to include Plug-Ins to address a specific need of his/her campaign, or to make the ORFA system more resemble the gaming system in us or preferred by his Players.

It is suggested that Players be encouraged to create their own Gifts, Flaws and Features to make the customized game more of an expression of their group identity and make the campaign more personable.

Oracle Points

Before the game, each player rolls 1d6. If the result is 1, repeat until it does not equal 1. The character has 2-6 Oracle Dice to effect the narrative of the game.

Oracle dice are a pool of d6 that can be used by an individual to change roll results. Normally, when the player feels the need *before an important roll*, one Oracle d6 is rolled with the regular d20 and is deducted from the d20 roll. The roll can still fail, but it improves the odds.

When an Oracle die is used, it is marked off the character sheet and cannot be used for the rest of that session. The Oracle dice are renewed at the beginning of each game session, regardless of the time frame of the previous session.

An Oracle dice can be used *after* a regular die roll (without an Oracle die), but it will cost two from the Oracle dice pool.

Oracle dice may also be used the point to gain an 'intuition' from the GM as to the best direction to take, or can use an Oracle point to make a "called shot" on a target, or buy a flashback (take a look back at the moment where they got the exact piece of equipment or information they now need).

They can used to buy buy anything with an Oracle point that the Gamemaster agrees they can buy.

An individual may grant an Oracle point one time per game. The grant goes to a member of the team or an NPC, to allow them an Oracle roll to change the roll. It is marked as used, just as if if it had been used by the original owner.

Oracle points can be used by the group to change a plot point of the game - not the narrative from the GM, but the results of a given scene. For example, each member may sacrifice one Oracle point to change a result, such as the death of a character. If each member agrees to sacrifice a point, that dead character is kept alive to continue the game.

An Oracle point may be permanent "burned" - removed from the number of Oracle points possible - to make a significant change in the result of the session.

When the Oracle pool hits zero for a character, there are no options beyond the actual die rolls until the next game session..

At the beginning of the every game session, Oracle points are restored.

Gifts and Flaws

"Gifts" are a way various game systems allow a special ability, knowledge or skill to be part of a character outside the normal characteristics or special ability or benefit.

"Flaws" are a plug-in many game systems keep the play balance by making players deal with deficiencies in their character.

Gifts and Flaws have identical cost structures. Costs at level 1 (infrequent), 2 (occasional) and 3 (frequent). These represent effects of the game narration from the Gamemaster - Gifts allow the GM to give some

consideration to the player at the moment of the game. Flaws require the GM to add some complication to the moment.

Gifts cost the player point from their Named Skills points to purchase - their choice for the pools from which to draw points.

SAMPLES OF GIFTS COULD INCLUDE:

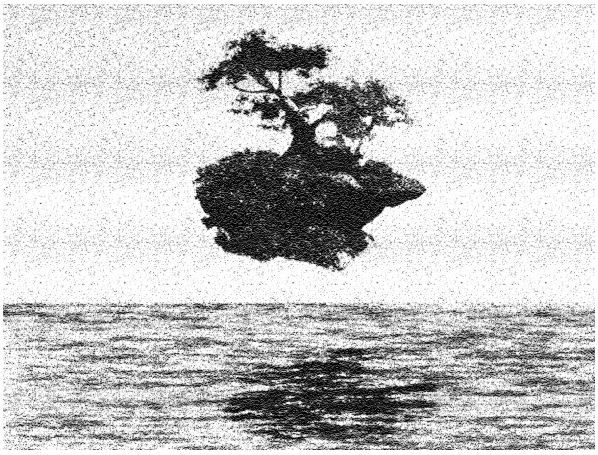
Enhanced Sense (Specific)	*Wealth*
Empathetic	*Attractive*
Contacts (Specify)	*Perceptive*
Quick Learn (Language or Area	*Knowledge)*
Nondescript	*Hunches*

Flaws grant the same number of points for named Skill purchased, with their choice of where they spend the gained point(s).

Two Gifts, two Flaws or one of each are the maximum to be allowed in any character.

SAMPLE "FLAWS" MIGHT INCLUDE:

Not easily disguised	*Hunted*
Substance Abuse	*Forgetful*
Traumatic Childhood	*Delusional*
Short Tempered	*Fanatic*
Foolhardy	*Code*



Character Improvement

This plug-in is recommended for groups that intend to play for several sessions. Many players like "growing" their characters over time. Even this reduced game set makes this possible.

Name two skills for improvement. At the end of each session, the player will receive 1, 2 or 3 if that skill was used to great effect during the game, or with a natural, unmodified 1 on a roll for that Named Improvement Skill.

Points from Named improvement skills may ONLY be used for the Named Improvement Skills.

At the end of each session the GM may allow 1, 2 or 3 points for exceptional inventive or effective role playing, a brilliant maneuver or somehow astonishing the Gamemaster (which has also been known as Boggle points for leaving the Gamemaster in shock).

Group Creation

Features are suggested as a way of uniting a team together as a distinct identity. This will offer an additional bond for the group and more storytelling opportunities for the gamemaster.

Examples of features might include:

Three scarmis in a human realm.

Crugar at the Anasan (Woffen) university.

Trarch brothers opening a new trade mission.

Thivin attempting to assume human occupations.

CHARACTER

PLAYER

BACKGROUND and DESCRIPTION

PORTRAIT

HEALTH 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19
(Physical + Combat) 20 21 22 23 24 25 26 27 28 29 30 31 32

ISHO 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19

CHARACTERISTICS

MENTAL	PHYSICAL	SOCIAL	COMBAT	ISHO
MOD	MOD	MOD	MOD	MOD

NAMED SKILLS

LANGUAGE SKILLS

	SOCIAL	ACADEMIC
Acu		
Abahth		
Boru*		
Chaun-Tse		
Cleash		
Corastin		
Croid		
Engl		
Entren		
Gee'bo'ko.		
Rorch-ko		
Regios		
Salis		
Shantha		
Thivin		
Hotha		
Triddis		
Troffa		
Thowtis*		

Generic Jorune References

An Introduction to Isho

There is an energy that pervades all living things. It has been called many things by many races throughout the galaxy, but on Jorune it has taken the distinct from of Isho. Sho-sen, the breath of life, runs through all living things on Jorune, including the aliens who have come to call this world home. Isho exists in seven colors, each dominated by one of the seven moves, and moving with an ebb and flow like the tides of the sea.

Many of the intelligent residents have learned to weave isho into useful forms called dyshas. Dyshas come in three forms - bolts, orbs and _body" isho which is trickled to or from the weaver. Blending isho types can be both a source of power and danger.

Of the alien races, Muadra are the most proficient weavers, second only to the native race, the Shantha. Thriddle, Woffen and Crugar are also able to weave limited dyshas. Pure humans, Boccord and some other races have a very limited access, and the presence of Shal isho can drive a Ramian mad.

A chart is provided to show which race has access to which varieties of Isho.

The cost of weaving isho is not the same for all races, and it may be so expensive for some that isho remains an unattainable dream.

Isho Modifiers

Isho is the ambient energy that surrounds Jorune. roll 2d and add this number to your Isho Characteristic and apply you races Isho Modifier. This is the total amount of isho you may expend in any given time period. The time period for Isho restoration is different for each race. When you cast a dysha or use an Isho Skill, you must deduct the amount of isho expended fro your current total. At zero isho you may use any of your isho skills.

For Color Points, roll 2d and add them to your Isho Characteristic. Apply your race's Isho Modifier. The result will give you the total number of points to be distributed into the various moons and colors under Color. Color Points are distributed into the seven Moons, each of which is represented by a color. Your points in Moon Skills will determine which dyshas you can weave, and how large those dyshas can be.

Color Point Distribution

Color points are levels in each of the seven moons. Color points are obtained by two rolls of the dice in your Isho characteristic.

The first roll will be the number of points in your Lih-al, the primary color of isho you weave.

The second roll will be the number of points available in other Lih-als. This number will be multiplied by your racial Isho Modifier.

Certain occupations may offer additional die rolls in color points. This number is also multiplied by your racial Isho Modifier.

These extra points can be distributed in your your primary or other colors, as you choose.

You may only distribute Color Points into those colors your race can manipulate.

Isho Skills

Isho is the natural, ambient energy of Jorune. The isho skills will be restricted to the specific moons in which you distributed points. Signature skills, Tra sense and other special rolls may be performed by the GM instead of the player and the player will get a result

Isho and Isho Points

For game play, the Special Effect is Isho. The dice that you allocate into Isho will determine your number of points available to buy dysha skills, and will also determine your color points.

There are seven types of Isho and each group is called a Lih-al in the native tongue. You must determine the Lih-al of your character, within the limitations of his or her race.

Color and Color Points

Color refers to the seven colors of Isho on Jorune. You will create a pool of points in each available color from which you will buy your right to cast a dysha. Color points are generated through a roll of your Isho dice.

Two rolls are performed. The first roll is the number of points available in your own Lih-al. The second roll is the number of color points available in the other Lih-als within your racial spectrum.

Why you _buy" a dysha you need to have the correct colors for the dysha, and need to know the cost in isho, which is not the same as the cost in color.

For example, if your character is a bronth with a primary Lih-al of Launtra and you allocated four dice into your Isho characteristic, you would roll 4 dice for Launtra points, and 4 dice for points in all the other ishos available to Bronth.

The roll of Isho for Launtra results in 5-3-6-6, for 23. The two 6s can be re-rolled, getting a result of 7-1. The one is Trash and discarded. The 7 is added to the previous total of 23, giving 30 Launtra points for the character.

The second roll for other Lih-al results in 1-2-2-8. The one is Trash and discarded, giving a total of 12, the 2s are re-roll as 7-7, 14 added to 12 is 26, and the 7s are re-rolled as 1-5. The 1 is trash and discarded, the 5 is added, giving you 31 points for all other available Lih-al.

Dyshas

There is room on your character sheet for 18 dyshas. There are 28 Dyshas available to beginning characters. The art of weaving is a very improvable skills and new dyshas could be created by the player, if they are will to risk the penalties of failed or toxic rolls on the attempt.

Even mid-level advanced characters may not reach this number, so you have plenty of room to begin your dyshic's abilities.

Jorune Expanded Glossary

People, Place, Objects and Concepts of the World and its History

NOTE: This is an integration of several Jorune word lists. Entries in all caps are geographic locations.

300KRS - 300¯ Kelvin Return System. Used to return an Earth-tec cryo-bin to room temperature. from Jorune Earth-tec

Abahth - The blount language.

Accaptas Mountains - Range in Burdoth separating the Essanja from the rest of Ardis.

Achk - Port city in Temauntro. Iscin Races

Aciloss Klade - Private yord services. Member of Lorgin Klades. from Companion: Ardoth

acubon - Fresh water aquatic race mutated from humans. Found in Lake Dau-uh-dey in Khodre.

Adwa, House – Disgraced and dissolved Thantieri Great House. Stripped of status as a Great House during a war to unify Thantier under their control. House Pars took holdings of Adwa in 1235 and unofficially recognizes the bloodlines of Adwa. Adwa shares the lowest status with House Limen. Al-Adwa are forbidden to carry any weapon other than a utilitarian knife and may not bring charges before Thantieri courts.

aerator - Very large Earth-tec device that improves durlig crop yields by turning dirt around the root, providing fresh nutrients in the process.

afrid - Cork to create worm-like creature. from Jorune Earth-tec

Aggum Klade - Tarro trainers (mostly bronth). Member of Pesade Klades. from Compation: Ardoth

Agis River - Water system running the length of the Gauss Valley, emptying at Salamarine. 2nd Ed

ah - [Chaun-tse] Home.

Ah Kahn - Cygran settlement in northern Temauntro.

Ah Toor - Cygran settlement in northern Temauntro.

ahdis - Speaker; orator.

ahgoobung - Dobran root from which gawdieth limilate is created.

ahiln - Berry poisonous to shantha and most native life. from Shanthas of Jorune

ahji - Banana-like fruit from Dobre. from Essays

ahji sickness - Illness caused by spores carried by ahji. It causes nausea, vomiting, fever, and an outbreak of swollen, fluid-filled welts. People who have had ahji sickness often remain pockmarked and weak. from Compation: Burdoth

ahsk - Stalk on corondons head capable of throwing dyshas.

Ailaudra - City on Elluce River in Lusail province of Burdoth.

Albah - Essle city on tip of Saybah Peninsula.

Ald - Neighborhood of fine incleps, restaurants, and banking services in Old City District of Ardoth.

alert pod - Spherical unit that establishes a movement perimeter. It will sound an alarm if any creature enters the protected area, but is not triggered by movement of animals merely in the general area.

all season clothing - Clothes which regulate temperature for wearer. Comfortable from -20¯F - 110¯F. Distinguishing visual feature is slight silver tinge along seams.

Allidoth - City on Burdoth_s east coast with excellent stone quarries. 2nd Ed

Alligre Forest - Forest in Ellih district of Heridoth. 2nd Ed

Allonkarb, Khodre - Late father of the current dharsage of Burdoth.

alpha isho - Ambient flows of low frequency isho used for slow speed travel by crystal schooners.

Alsyla Bay - Bay off coast of Ardis and Lusail, where Lusail River flows out to sea. 2nd Ed

ambreh - Limilate that adds 3 points to Education. Used when learning languages or skills dependent on memory. Effects last three hours.

ambri - Yellowish lichen from which ambreh limilate is made. from White Wolf magazine's "Segment Jorune

Amial – Aquaculture station for House Pars on the west side of Storell Bay.

amulet - Shanthic amulets are designed to protect one person from one type of beast or evid.

an - [shanthic] Stone.

ANAMBER - Area in Lelsh neighborhood of Ardoth. Has most beautiful and expensive housing outside of Citadel.

Anasan - Woffen realm on the peninsula south of East Trinnu Jungle Lands. A stable warp connects Anasan to the primary woffen realm of Lundere. Its location is a secret, although some non-woffen have been allowed to pass through.

anasan - [Thowtis] Freedom.

aniln - Crystal spheres deep within caverns of LaShalta, shanthic primal home below Lundere. from Shanthas of Jorune

annaphon - Cork to create advanced reco or genon. from Jorune Earth-tec

anniton - Cork to create bio-tec creatures classified as primitive animals. from Jorune Earth-tec

arbrey - Disk of dung from an arbrey stack. Used for cooking and heating. Burns without toxic byproducts. from Jorune Earth-tec

arbrey stack - Bio-tec creature that eats rotting garbage to produce flat, circular slabs of fuel material used in poor areas for cooking and heat. from Jorune Earth-tec

Ardan – the "lesser Harpers." See Pilgri.

Ardis - Province of Burdoth surrounding the Capital of Ardoth. Encompasses Sychill and the Essanja.

Ardoth - First true human city. Now the Capital of Burdoth and location of the Drenn Wall. Populated by all races of Jorune, either as residents or as emissaries of other governments. 2nd Ed

ARDOTH BAY - Bay on which Ardoth is located. An arm of the Essajean Sea.

ARDOTHIAN BAZAAR - Central marketplace in the old section of Ardoth. Called the Claysis.

Ardothian Council - Primary advisors to Dharsage, with seats held by Dobre, Gauss, Heridoth, Lundere, Lusail, North Khodre, the Sobayid, South Khodre, and Tan-Iricid, and an observer from Temauntro.

Ardothian Red Capes - An elite unit of Burdothian palace guard which answers directly to office of Dharsage.

Argai – Western port controlled by House Khed.

Arilell, Sar - Ardis Dharsage at time of 3161 Sydran rebellion.

Arkin - Lively trading neighborhood of Shandane District of Ardoth. Thivin created a cutthroat retail atmosphere and the public benefits. Comprised of Laprendell, Persis, Tocour, and Wolton areas.

armor - Metal armor is expensive because of the relative scarcity of metal on Jorune. Leather (bochigon, cattle, clemmisin, corondon, locure, lothern or thombo), carapace, ring mail, or plate armor protect against physical attack. E-rep or deflector armor are Earth-tec resins and plastics that protect against energy weapons, but offer minimal protection against blades or bludgeons. Clear crystal chunks may be incorporated into armor to protect against isho attacks.

arrigeh - Plant from which arrigish limilate is made.

arrigish - Limilate developed to promote healing in most races (except ramian; see shirm-eh).

Asepin – Grain city of House Pars on the Sevait Plains.

ashalta - [shanthic] Focus; heart.

Ash-Shen Sea - Sea to southwest of Anasan and southeast of West Trinnu Jungle Lands.

Ashwin – Meat processing center for House Pars on the northern edge of the North Moors.

Asmir Yordeh Klade - Law klade in Gauss Valley and Ardoth. from Essays

Assydre Bay - Bay of northern Burdoth. Site of S_nabla, Scolia and Sydra.

Assydre Sea - Particularly rough sea bordering Burdoth_s north coast. Difficult to travel because of isho storms, violent weather and swift currents.

Astilene - Klade - Locksmiths (gates, grates and locks). Member of Kipkle Klades. from Compation: Ardoth

atra - [shanthic] Isho light; glowing isho.

attack cell - Larger version of power cell, capable of producing 1,500,000 joules of energy. 8,000 are believed to still exist on Jorune. from Jorune Earth-tec

Atterol Iscin Klade - Most prestigious klade in Ardoth, located in Tocour area of Arkin. While its ties to Gauss Valley Associates were severed almost 1,000 years ago, Atterol continues to be the - place to study.

AUKLIN - City on western edge of Lake Dau-uh-dey in South Khodre. Vortex of human scum in the Khodres. C:Burdoth

Auklin - Powerful competitors to the Carissey family in Khodre before the arrival of the Ardothian mining families.

auss - Harvest season; autumn.

AUSTIN - Area in Vintch neighborhood of Ardoth.

awehf - [Thowtis] Criminal." Woffen diyorda.

awss - Public meeting center of a town or city, usually in the middle of the city.

awthew - [Thowtis] Woffen who has become a wretched one (alcoholic) from overuse of stomeh and wholl. They tend to be loud, but non-violent. They walk with a hunch.

awthew-tie - Limilate, made from stoma and parthage wine extract, developed to cure awthew in woffen. Produces nausea if alcohol is ingested. Causes sickness but returns user to normal walking and alertness.

Aycra - Cooperative Jaspian-cygran port settlement in northern Temauntro.

Aylon - (1) Capital of Jasp; home of merchant and exploration fleets; home port for crystal schooners. (2) Old city fortress of Jasp in a deep fjord of Dowseh Bay.

aylon - Far place.

Aylon Strait - Water that separates mainland Jasp from large island of Jasa.

Ayloni - Of or relating to Aylon.

Ayns Mountains - Branch of Liggit Mountains, above Glounda Forest. C:Burdoth

Azger – Tradesman village in the Motrow Mountains in southern Thantier.

Azgir Island – Adwan outpost in Sage's Bay, west of Thantis.

baht - [Boru] Bronth family group, usually thirty to forty members.

Bakstaon - Military fortification in Anasan. C:Burdoth

balweze - Melon whose top leaves cause indigestion for woffen.

bargeer - [boccord] Adulthood.

Barrij Klade - Rope and net makers. Member of Bohod Klades. from Compation: Ardoth

battle harness - Powered combat armor; battle suit. from Compation: Ardoth

Bay 27 - Popular kerning bay in Clavis with low entry fee (3 yules) and instruction available on hourly basis (8 yules/hour). Ca

Bay Cryshell - Expensive kerning bay (10 yule entry fee) at the Citadel in Ardoth. Directly connected to Lower Manser.

Baysis - City in the Sobayid on border of East Trinnu Jungle Lands. Maustin Caji trained here during the Energy Weapons War.

beagre - Two-legged scavenger filling position of rat on Jorune. Those found in cities are comfortable living on garbage and the refuse of civilization. Those found in the wild tend to move in packs and will attack en masse if hungry enough. Starving beagre are used for entertainment in sherja exhibitions in some unsavory establishments.

beaster - Person who hunts especially dangerous creatures.

bebbermise cream - Type of sweet Oriem cream candy sold at Bep Clep. from Compation: Ardoth

bebbic - Shellfish found off Sychills coast. from Essays

Belli Klade - Potters. Member of Cassadon Klades. from Compation: Ardoth

Bennin - Northernmost port of North Khodre. A cooperative Jaspian-Khodren port.

Bep Clep - Very fashionable shop in Manser shopping neighborhood of Ardoth.

beta isho - Extremely high energy isho that creates fast moving channels for travel.

bibibit - Thriddle teaching toy: Wire with beads, used to teach sets and numbers. from Compation: Ardoth

biffid - Type of fish. from Essays

binders - Earth-tec plastic handcuffs/manacles. from Jorune Earth-tec

binkers hamn - Fried flat steak made of minced durlig heart, pillit, and meat byproducts. Known to make the unskilled palate ill. No one quite knows where the dish originated, but it is sold in the Clavis area of Shandane District in Ardoth.

bio-tec - Human technology of creating new creatures and plants through use of corks and incupods.

bio-tec buddy - Slang for reco.

bio-tec cycle - Technique for reproducing existing bio-tec creatures, or for creating new ones. Basic genetic information is encoded into a corks central material, cork is carried into position on incupod by busk, and bio-form grows in incupod. Birth of genon or reco occurs when incupod splits open and new life form dries and begins responding to its programming. Recos or genons can be forced to produce corks of themselves by application of TRoJaX, which cuts lifespan of creature to 1/10th normal. from Jorune Earth-tec

birch-bulb - Bitter red food root from the Essanja. Also used to create a strong red dye for cloth. from Compation: Burdoth

birl stranded grass - Food necessary for Cushindell moths to produce Cushindell silk. It grows in marshland and must be constantly tended. from Compation: Ardoth

bit - Smallest unit of currency. 1/100th of a gemule. Physically a crude, ugly crystal with rough exterior. Not considered currency in quantities greater than 100.

Black Bogs - Treacherous series of swamps and bogs in Voligire.

blaster - Earth-tec plasma weapon.

Bleece - Island off Sychill_s coast. Its coral reefs make it dangerous; it is avoided.

blosh - Symbol understood by crugar and woffen to represent woffen suffering at hands of the crugar at the Ninindrue Plague Slayings.

blount - First of Iscins animal creations, an intelligent bipedal frog.

boccord - Mutant human race characterized by superior strength.

bochigon - Large, incredibly stubborn pack animal capable of self defense. Brought to Jorune by lamorri as riding mounts.

bochigon dung disease - Septic infection of open wounds first discovered when bochigon were used by Shandane at Mairamin in 3017. By tradition, this was the cause of Shandanes death in that battle. from Compation: Burdoth

boc-rod - Crystal fragment capable of storing energy. Used by crill as defense against isho storms or isho attack.

body isho - One of the three dysha forms; must contain Launtra. Most common use is as a touch or trickle discharge into body of target or caster.

Bohod Klade - Weavers specializing in Cushindell silk sails. Member of Bohod Klades. from Compation: Ardoth

Bohod Klades - Group of klades primarily supporting fisherman and merchant vessels. Mother house in Old Aylon, Jasp. Some member klades: Barrij, Bohod, Shelt, Shoukt, and Yampher. from Compation: Ardoth

bohor ahandi - (boh-HOOR a-HAN-dee) [Boru] Long game.

bohor-ahandi - (boh-HOOR a-han-DEE) [Boru] Endless battle or war.

boji - [shanthic] Wild plant whose leaves are used in curing skin and thailiers of corondon for use as weapons and armor.

Bolpey Channel - Narrow passage that connects the Essajean Sea to Ardoth Bay.

Bolpey Kerning Bay - Low class, dangerous kerning bay in Arkin.

Bolphey - Archaic spelling of Bolpey. 2nd Ed

bolt - One of the three dysha forms, most common to Desti group. Manifests as raw isho in long, thin forms approximately 2'-4' long.

Bomoveris, Carl - Associate of Iscin. True cause of Iscin's death in crugar tradition.

Bomoviri - Crugar equivalent of a devil or demon; an insult. Reference to the true cause of Iscins death according to crugar religious tradition.

Bord - Island in Sychill Sea off southwest Dobren coast. Claimed by Dobre. Hot, flat, and infested with tarro. Rich in tin and grapes used for parthage wines.

Borkelby - Popular muadra leader from early in the 35th century. The Borkelby tarro, discovered by him in the Hobeh south of Dobre, is named for him.

Borkelby tarro - Largest of the tarros. Common to south Dobre.

Borlim - Lake port city in North Khodre. Almost everyone here is involved in shipping. C:Burdoth

Boru - The bronth language

bosin - [Boru] Great watcher." Tarro trainer.

Bow - Small fishing village near Ardoth. Ca

Bream Flat Dharlerrin - Dharlerrin in fields south of Ardoth engaged in durlig farming. Ca

breather - Earth-tec device designed to permit an air-breather to remain submerged in water by providing a supply of oxygen for up to twelve hours. Breather fits over users mouth. Requires a function cell to operate.

bronth - Iscin race, descended from the bear.

Bryne Klades - Sobayid klades with outlet in Lower Manser in Ardoth. They offer keosko, linryte and russper. from Compation: Ardoth

Bryne Streeter - Human diyorda of Lower Manser. from Compation: Ardoth

brynk - Hardwood valued for making musical instruments and longbows.

Burdoth - Realm controlled by humans; most powerful realm of the continent. _Realm of Man_ by title, but home to all races. Burdoth holds most Earth-tec known to exist. Controlled by Dharsage of Burdoth. Burdoth is made up of four provinces: Ardis, Gauss, Lusail, and the Sobayid.

Burls – Farming and preserved foods educational center of House Kanteh.

Burroo - Island off the coast of Dobre claimed by Dobre. Hot, flat, and infested with tarro. Rich in vintch, russip, and tin.

bursler - Genon designed to locate water, burrow down

to it, gorge on the liquid, return to the surface, and die. After death a bursler seals and creates a container of pure water for observant travellers. from Jorune Earth-tec

busk - Beetle-like bio-tec creature that exists to implant corks into receiving dimple of an incupod.

byritt - Chunk of deep fried durlig flavored with cre-thin and other spices. A popular fast food.

ca - (ka-) [shanthic] Group." Usually used in terms of moon sects (e.g., Ca-Tra, shanthas of the moon Tra), but occasionally in reference to other groupings of people or inanimate objects sharing a common trait.

caaniln - Three day period between birth of a shantha and the young shanthas emergence from the placential sack in which it is born. from Shanthas of Jorune

Cabralon - Boccord city in northeast Doben-al.

Ca-Desti - Shanthic sect of The Red Harbinger; color of the cult and moon is red. This cult can be found in Lo-hOden, south of Dobre. Ca-Desti were makers of thosks and early evids.

Ca-Du - Shanthic sect of The Illuminator; color of the cult and moon is amber. Makers of blades and keeper rods, and tenders of herds. Found in south Dobre, Crendor, Ros Crendor, and East Trinnu Jungle Lands.

cagoaci - [shanthic] That which is against the naull." Darkness in isho. from Shanthas of Jorune

Ca-Gobey - Shanthic sect of The Protector; color of the moon is black, color of the cult is brown (though they occasionally wear black). Builders of great shanthic cities, and creators of warp maps and isho receivers. Found in Drail and central Lundere.

caji - [shanthic] Student." Dysha-weaving occupation available only to muadra.

caji entropy - Silly dice game used by player characters to increase their caji characters isho.

caji houser - Person who owns an inclep that welcomes caji in particular.

Ca-Launtra - Shanthic cult of The Flow; color of the sect and moon is green. Tenders of plants and makers of limilates. Found in Delsha, Drail and Thantier.

Ca-Launtra - Shanthic cult of The Flow; color of the sect and moon is green. Tenders of plants and makers of limilates. Found in Delsha, Drail and Thantier.

Cali-Shafra - Battle Lands of the Ancients, near site of current day Ninindrue in Gauss Valley. Sacred to shantha.

calmra - White wine which also serves as an antidote for toxins found in fish caught in Ardoth Bay.

calprin - Yord investigator.

CALPY MOUNTAINS -- Range southwest of Sychill and north of Accaptas Mountains of eastern Burdoth.

CALPY RIVER - Northern tributary of Essanja River. C:Burdoth

calt - Yord squad leader.

Cammiger Day - 41 Mullin of each year, when merchants and clep owners in Ardoth display their wares outdoors. from Compation: Ardoth

cankle - Grey sugar-like crystal used to nourish recos and genons.

canther - The large hump on a cleashs back. The aroma and sparkle given off by it are said to be how cleash control the scarmis.

carapace - Hard protective shell of an insect, crustacean or other living thing. Several races on Jorune have natural carapace that serves as armor (e.g., cleash).

Cardis, Marshill - Unpopular appointment to replace Rhan Harsri as chell of Ardoth. §

Carissey - (1) Oldest city in North Khodre. Nearly all crystal mined in Khodre is shipped through here. (2) Former name of Khodre region. C:Burdoth

Carissey - Longest established family house in present-day North Khodre. Probably of Thantieri origin, see Carrisy

Carissey - Longest established family house in present-day North Khodre. Probably of Thantierian origin.

CARISSEY BIGHT - Open waterway along north coast of North Khodre.

Carrisy – Family from House Adwa, powerful and feared in Ardoth.

Cartan, Esilla Jaimare - Prince Khodre's wife and Dharsage Dhardrenn's mother (deceased). §

Ca-Shal - Shanthic cult of Keeper of the Ancient Order; color of the sect and moon is blue. Creators of elip ston and crundorra. Found in eastern Lundere, Voligire and southern Gilthaw.

Cashen– City of Refuge on the western coast of Thantier, formerly called Freport. This pure human city does not recognize the authority of the Houses. Cashen claims that ancient colonial tradition allows it to be a refuge for any outcast or criminal, except for the crimes of treason to Thantier, child damage, or murder of a human. Such criminals may reside in Cashen for many years, but are subject to extradition to other Thantieri cities for trial.

cashiln - [shanthic] Walking.

Cassadon Klades - Group of klades with mother house in Gauss, Burdoth. Some member klades: Belli, Clerbish, Oriem, and Shelp. from Compation: Ardoth

Cathoon aloow spew atwoo oow tawep swoola nooh tac [Thowtis] Cathoon drinks quick and fast." Tongue-twister palindrome used for amusement at shenters. from Playing the Iscin Races

Ca-Tra - Shanthic cult of The Warp Maker; color of the sect is white and color of the moon varies. Makers of cle-eshtas and controllers of warps. Found in Doben-al, Burdoth and Anasan. Ca-Tra have dedicated themselves to serve as sholari and trade their teachings to recover shanthic relics held by human, Iscin, and lamorri races. Characters will most often encounter Ca-Tra.

Cattletross, Penzer - Chell of Lelligire responsible for his fleet's destruction in the Ramian War in 3473. §

Cavris - City in the Sobayid province of Burdoth, on border of the Doben-al and East Trinnu Jungle Lands. They specialize in Earth grains and flowers, and crystals charged secretly in the East Trinnu Jungle Lands. 2nd Ed

Central Oiders - Middle class neighborhood in Oiders District of Ardoth.

Cerin - Small port on northwestern shore of Ponteer. One terminus of Ponteer Trail.

Cerridus, Sea of - Location of the island of Tan-Iricid.

challisk - Small metal plate, made from Earth colony spacecraft hulls, given to citizenship applicants in Burdoth.

chaln - (chauln) [Chaun-tse] Clumsy.

Chaln (SHAULN) Lmagri - The only large crugar city. Originally named Imagri, it was renamed after Chaln Docha_s death in 3438.

Chaln Docha - (shauln DOE-shah) - Born Eris 51, 3406; died Auss 65, 3438. Famous crugar warrior who led his troops into Burdoth. Mispronouncing the "sh" as "ch" makes his name translate to "clumsy idiot."

Chaun-tse - (shawn-TZE) The crugar language.

chausis - Fast ship devised by salu and built by salu or following salu plans. Favored by bronth.

chawgis - [Boru] Battle tactics school.

chell - (shell) Title similar to mayor.

Chen Ichi - (shen EE-chee) Crugar form of the Iscin religion.

chil powder - Hot spice made from perpya leaves. Popular with jer, who say it keeps them moving and kills any possible infection from jungle molds or bacteria.

Children of Iscin - Bio-engineered races created by the scientist Iscin: blount, bronth, crugar, tologra, and woffen.

chiv - (chiv) [Rorch-ko] Tusk." Boney growth that appears on ramian at time of cheever. They are taken as a mark of danger by intelligent races.

chiveer - (chiv-EAR) [Rorch-ko] Period of ramian madness apparently related to their reproduction cycle. Results in a vicious blood lust toward any creature unfortunate enough to be in the ramians path. It lasts a few months and is marked by the growth of chivs.

Chiven Rachu-eh - (chiv-en RAW-chew-eh) [Rorch-ko] Master of one's self." Ramian who resist cheever, known by the purple stain of burst blood vessels in their temples.

chooi - [Chaun-tse] Crugar name for dharmee. from Essays

chote - Plant whose leaves can be rolled and placed in the nose to make rancid odors tolerable.

Choulise - In woffen lore, the children of Choundra, who tormented woffen, bronth, tologra and blount after Iscins death. from Playing the Iscin Races

Choulth - City in South Khodre on Temauntro border, on west face of Dowtroughs. Named for the crugar clan still dominant in the region. C:Burdoth

Choun Pwa - (shown pwah) Crugar holy day, traditionally the day of Choundra's death. Observed on 70 Auss.

Choundra - (SHOWN-drah) Crugar who murdered the scientist Iscin. His name is used as a curse by crugar for their own kind, and is particularly vicious from the lips of cygra. He is officially honored by Chen Ichi.

chri - (shree) [Chaun-tse] Crugar name for arrigeh, the plant from which the arrigish limilate is made. The root acts as a mild painkiller when chewed.

chwikich - (SHWEE-kik) Tall shrubs scarmis plant near their camps so group members can rub against them.

Cie - (kye-) [shanthic] Irregular form of ca. Used only before words beginning with vowels.

Cie-Ebba - Shanthic cult of The Sender; color of the cult is yellow and color of the moon is silver. Builders of teaching devices and shanthic computers. Found in the Shuul between Lundere and Dobre.

Citadel - See Cryshell.

City of Diamonds – First city to fall to the Cleash invasion at the beginning of the Thousand Year War. Ruins are east of Settuma.

City of Pearls – – The fourth city destroyed at the beginning of the Thousand Year War. Thantis now stands as the Treaty City.

City of Rubies – Third city destroyed by the Cleash, ruins just east of Matrow.

Clavis - Residential neighborhood in Shandane District of Ardoth. Known for many restaurants. Comprised of Lola and Sharben areas.

Claysis - The Ardothian Bazaar. The name has been adopted by several nations friendly to Burdoth as the name for their central marketplaces.

cle - Feminine form of dhar. Used as a prefix to denote power.

cleash - Insidious creatures which infest the East Trinnu Jungle Lands and the Ice Fields of Gilthaw.

cleash capsule - Small shelled chemical pod extruded by cleash through a small orifice in the abdomen. There are several types used as weapons.

cleash egg - Actual egg from the cleash. The unhatched offspring turn crystalline when heated over flame. The resulting crystallized eggs are used in trade and make popular wedding gifts among humans. from Essays

cleash heart – A white flowering plant that turns lavender and then deep purple as cleash approach. Lavender indicates cleash within 15 miles. Purple indicates cleash within 500 yards.

cle-eshta - [shanthic] Shanthic device that acts as a sort of energy magnifying glass.

clemmisin - Low slung, hairy carnivore, possibly distantly related to lothern. These large, muscular but passive creatures roam desolate lands of the Hobeh. Their thick hide can be made into armor (+1 to protective value), but it is quite expensive and difficult to obtain. The thick, stringy hair, shaved from hide before making armor, is often saved to make rope. from Essays

clep - A store or shop.

Clerbish Klade - Performers (actors, singers, musicians, dancers, jugglers). Member of Cassadon Klades. from Compation: Ardoth

clet - Common name for clettip.

cletch - Taxation.

clettip - Small plucked string instrument from Anasan.

Cliffs - Wealthy enclave just outside wall of Old Aylon fortress in Jasp.

cluslum whistle chant - Music of Gloundan natives, which evolved from Sydran pearlice shrine sings.

cluster - Common name for a gemcluster.

Cobenall - Ardoth_s seediest kerning bay, located in Vintch neighborhood. WW

coddin - Small grass thriddle hut.

Codeshen Klade - Tailors. Member of Pesade Klades. from Compation: Ardoth

coditch - Corn-like staple crop of the thriddle population.

coditch-hoc - Core of coditch plant. Often carved into jewelry and ornaments. from Compation: Burdoth

coghtodd - Big, round, flat, slow-moving pincher bug found in Cushindell Marshes.

Cois - Mining town in the Sobayid province of Burdoth. Has a relatively high proportion of muadra.

coleel - Opaline gems produced only by acubon in a process they refuse to reveal to the rest of the world.

Cole-tishlie - [shanthic] War of the Tribes." The Great Shanthic Wars from 3100-2100 BC. from Shanthas of Jorune

colmon - Army legion commander.

com yoke - Earth-tec communication device that hangs around the neck for communication while moving. from Jorune Earth-tec

combatton - Earth-tec combat robots designed for use against shantha during Human-Shanthic War. 400 are believed to still exist on Jorune. from Jorune Earth-tec

comlink - Earth-tec personal communication device. from Jorune Earth-tec

condrij - Hired fighter; mercenary.

construction recos - Line of bio-tec creatures designed to help with construction by providing blocks, glue, or mortar, or support while the structure is in progress.

Coomis - Bronth island in Sychill Sea with little connection to Dobre.

copra - [shanthic] (1) Master." (2) Isho signature, or soul, manifested in a naull orb. (3) Master of dyshas and isho. (4) Identifying mark especially placed on a challisk or on the Drenn Wall.

coprate - Expert level.

corastin - Large, semi-intelligent creature.

Corgis Bay - Bay in Dobre. Base of the Dobren attack on Polpedroth during Energy Weapons War. 2nd Ed

Corgis Cove - Sheltered cove of Corgis Bay. C:Burdoth

cork - Small plug with genetic information. Controls development of an incupod to create a bio-tec creature ranging from bacteria to dog-like primitive animals.

cormin - Red tri-stalked flower. Inedible to Terran-based creatures. Thriddle like to chew the leaves. from Compation: Ardoth

corondon - Large beast with nearly inpenetrable natural armor and large, sharp thailiers (claws). Capable of throwing dyshas from ahsks on its head. Called tirictyve by ramian, techindol by crugar. Shantha make

special blades from corondon thailiers.

cortex control - Subtronic mechanism to provide data, decision making and program aspects for Earth-tec devices and robotics. from Jorune Earth-tec

Cosahmi - Thriddle coditch farming town on western side of Kuggin Mountains, in Gauss province of Burdoth.

cougar - Terran stock from which crugar were created. Prides run free in Temauntro as result of Human-Shanthic War.

**** COUNCIL GROUNDS - Divided compound in the Citadel of Ardoth. Contains Chambers of the Ardothian Council.

COY - Region of southern Glounda Forest inhabited by croid. C:Burdoth

Creb, Ransly - Burdothian noble who was captured by the Maustin Caji. He was placed in a keeper rod by shantha. § MC

CRENDOR - Sub-realm of the bronth in Dobre. Kept closed to outsiders.

crendor - [Boru] Home.

creshi - Carnivorous fish found off northern coast of Burdoth. Used as food by most races. Often eaten pickled.

creshi skin - Rough, abrasive skin of creshi fish. Used in making sandpaper, polishing cloths, and crude cloth. from Compation: Burdoth

crethin - Leaves used to leech durlig to acceptable taste.

cribbard - Deck of the crystal schooner where jarkis is stored and heating/cooling instruments are located. from White Wolf magazine's "Segment Jorune

crill - Desert bird that allows crystal to grow into flesh of its tail for protection from isho storms or - attacks.

crisp - Pressed and fried jorbus mash. Most popular when spiced and served with byritt.

crith - The season of winter.

croid - Semi-intelligent species related to corastin.

crool - [Thowtis] Hangover; craving for awthew.

crudge - Protective skin of corastin and croid.

crugar - Iscins adaptation of cougar. Crugar are tawny yellow or brown; some clans have darker spots in their fur as children. Crugar are able to run on all fours and can move with the packs of Earth cougars that have roamed Jorune since their release from Iscins lab.

Cruiser Pass – Break in the wall of the Sevait Mountains, west of Mt. Hurog.

crundorra - Hand-held shanthic device. Humans must have a screeper to activate crundorra. Several types exist: Warp (creates permanent warp); isho (draws 20x4d6 isho to user; must be used or kerned within five minutes); evid summoning; stone crumbling (up to twenty tons in one minute); thunder; chamber digging (bores a yard-wide hole down eight yards in half an hour); isho column (keeps a region stable from changing crystal flows for up to six months). from Shanthas of Jorune

cryallice flower - Very expensive, beautiful Jaspian flower with rich perfume and orchid-like appearance. from Compation: Ardoth

CRYER - Area in the T_lane neighborhood of Ardoth. Residents are mainly humans who work in the Claysis.

cryo-bin - Cryogenic storage container usually found in underground Earth-tec cache sites. Used to store artifacts, machines, weapons, etc. Some were recently discovered by Khodre Allonkarb and by thriddle of Tan-Iricid. from Jorune Earth-tec

cryogenics - Earth-tec science of preserving an object or creature at low temperatures. from Jorune Earth-tec

CRYSHELL - The old Citadel of the city of Ardoth. Walled compound enclosing Dharsage_s palace, Claysis, Council Grounds, Financial District, and Hall of Drenn. Isho users must kern before entering. 2nd Ed

CRYSHELL RIVER - River that flows through Ardoth before emptying into Ardoth Bay.

crystal - Jorunes mantle is rich in crystal that emanates isho. Underground crystal lava flows influence the amount and type of isho in different parts of Jorune. Fist-sized and smaller crystals are thrust to the surface of the planet by geologic shifts, quakes, and volcanic eruptions. Crystals filled with isho take on the color appropriate to that type of isho; only one type of isho can be stored in a crystal at one time. Stored isho may be tapped by attempting to drain the crystal for temporary increases in power.

crystal armor - Armor or clothing with clear crystal chunks worked into it to protect against isho attacks.

crystal dust - Finely ground dust from hard, cold crystal. Used in measuring and predicting isho weather. from Shanthas of Jorune

crystal field - Location where charged crystals can be found naturally occurring on the surface.

crystal music rod - Thivin instrument with sound box and several vibrating crystals which are rubbed gently with small gum hammers to make music.

crystal of repetition - Sculpted crystal that can cause an effect at a specific time each day. Three most common types: evocation of a mood or emotion; daily kerning;

modified calm animal dysha that can turn bearer listless. The latter is used in shanthic healing to keep subject relaxed to rebuild energy. from Shanthas of Jorune

crystals of exit - Three sculpted crystals, two held in palms of each hand and one worn around neck, that permit orbs and bolts to be launched from any part of the body. Popular as shanthic jewelry. from Shanthas of Jorune

CURILI - Heavily forested island off coast of Heridoth where Klein-Khodre Accord was signed. Populated mostly by Koistrans. Serves as a naval base and port.

Cushdin fabric - Colloquial term for Cushindell silk. from Compation: Burdoth

CUSHINDELL MARSHES - Region in Lusail province of Burdoth. Home to heavy insect population, including the Cushindell silk moth.

Cushindell moth - Nocturnal winged insect of northern marshes of Burdoth. The moth spins thread to pad its egg sacks; this thread is used to create Cushindell silk.

Cushindell silk - Silk from the egg sack padding of the Cushindell moth. Used by thivin to create very fine silk cloth popular with kesht. from Compation: Ardoth

cygra - (KYE-grah) More temperate, less aggressive and more sociable northern cousin of the crugar. Has long, pale fur. Cygra emerged as a distinct race from crugar during their first few generations.

D_LANG - Island off coast of Heridoth. Populated by disenchanted of Dowsen after the Energy Weapons War.

D_LOO - Island in Sychill Sea, between Burdoth and Dobre. Claimed by Dobre. Known for russip cultivation.

D'Serris - One of the Ardothian families that traveled to Carissey to develop mining interests. §

DAASEKKREN SKYREALM - Boccord-controlled stable skyrealm floating above the Hit_tike Mountains in Ros Crendor. It is uninhabited.

dablos - Small genon to provide entertainment. Propels itself with two long arms, climbing, swimming and swinging. Makes a laughing sound when chased or chasing a moving object. Easy to house train. Over the past 3500 years, wild dablos have evolved with a cough instead of a laugh and an occassional aggressive personality. from Jorune Earth-tec

Da-eeli – The southernmost city on the West Trinnu border.

daij - (DIEzh) Enervor fish important in the relations between Burdoth and Voligire. Daij meat is used by daijics to detect dysha use.

daijic - (DIE-zhik) Originally a person who ate daij meat for insight in tracking dysha users. The term has broadened to mean anyone who actively engages in the detection of dysha use.

Dainayne Klade - Cleaning services. Member of Lorgin Klades. from Compation: Ardoth

DAN FAMBER_S DHARLErrin - Dharlerrin in fields south of Ardoth engaged in durlig farming. Ca

DANES - Area in Sobrinth neighborhood of Ardoth. Neighborhood of rich drenn and kesht.

DANSTEAD SOCIETY - Fashionable agency that arranges travel, expeditions and diplomatic parties. Located in the Wolton area of Arkin, in Ardoth.

DANTRELLA MOUNTAINS - Range of mountains forming northern peninsula of Heridoth. 2nd Ed

darf - Carnivorous bottom crawling ocean fish which travels in schools. from Essays

dark warp - Warp which cannot be seen through. They radiate a powerful pull on everything nearby. They are rare, unstable, usually short-lived, and signify the boundary between two areas.

dark weach - Weakest of the seven basic types of evid, this looks like a weach. It has stingers that inflict brain blast and stiff dyshas, both at -1 to injury. It can sting 2x3d6 times before needing to recharge. from Shanthas of Jorune

data cartridge - 2 1/2" square piece of flat plastic that carries information in text, sound, and pictures for playout on a reader.

DAU-UH-DEY, LAKE - Large body of fresh water dividing North and South Khodre. Inhabited by acubon at eastern end. Stocked with Catfish, trout, and many Joruni fish.

Day Colony - Thantieri holiday on 1 Mullin of each year. Celebration of human ties to the original Earth colonies. Families bring out treasures of Earth-tec and trinkets for public display and sing their family trees, linking them to the colony. Only pure humans are allowed inside Thantieri cities during the day and night of Day Colony. All others must stay outside the walls.

Day Colony - Thantierian holiday on 1 Mullin of each year. Celebration of Thantierian ties to humans of original Earth colonies. Families bring out treasures of Earth-tec and trinkets for public display and sing their family trees, linking them to the colony. All but pure humans must spend the day and night of Day Colony outside the walls of the Thantierian city in which they may find themselves during this observance.

Day Harvest - Feast day following harvest, observed on 41 Auss in most nations of Jorune.

Day Hie - Heridothian holiday on 5 Auss of each year

to honor Lord Hie, legendary first Sage of Heridoth. Hie is secretly claimed by the muadra because of his supposed small stature.

Day Iscin - Bronth observation of the day of Iscins death on 34 Mullin.

Day Klade - Burdothian holiday on 49 Mullin of each year. Official recognition of the klades. from Essays

Day Refugee - Jaspian holiday on 18 Auss of each year. Commemorates day in 740 when Aylonis welcomed six boatloads of refugees into their homes.

Day Shandane - Burdothian holiday on 66 Crith of each year. Celebration of Shandanes arrival with help for Ardoth in 3007. from Essays

Day Tauther - 1 Eris and 1 Auss each year; traditional days to begin tauther. Traditionally, parents give their children a good breakfast, 20 gemules, and directions to Gateway, by the Hall of Drenn. from Essays

Day Terra - A somber day of reflection and observance shared by the human realms of Jorune in memory of the destruction of Earth. Human and Iscin races fast during the daylight and end with a feast in celebration of their home on Jorune. Observed on 81 Auss.

deeahl - [shanthic] Cave of crystal and stone where shantha prefer to build their homes. Also called lacoya. from Essays

deeosh - [shanthic] Small, underground, private shanthic home or community.

deflector armor - Lightweight, webbed, layered composite armor that absorbs and evenly distributes energy of blows and projectiles. Sized only to fit humans.

DELBAH -- Essle city on Saybah Peninsula of Burdoth. 2nd Ed

DELMRE - City in Cushindell Marshes, in Lusail province of Burdoth. Most people here are involved in Cushindell silk production.

delse - Compact sub-community of dense housing, linked to others by long, narrow roads.

DELSHA -- Island realm of shantha. Visitors will find no food or drink fit for them and must bring their own.

DELSHAN SEA - Body of water between Temauntro and Delsha.

DELVINE - Small military base at the foot of the Accaptas Mountains in the Essanja. 2nd Ed

DERRID - Isho-free area in Vintch neighborhood of Ardoth.

DERTHA RIVER - Southern tributary of Essanja River. C:Burdoth

deshari - Favored fruit of the shantha. It grows on a small bush that prefers little light. from Shanthas of Jorune

Desti - One of the seven moons of Jorune, The Red Harbinger.

devil dog - Entren term for sawotti.

dhar - [shanthic] Big; large; powerful. Used as a prefix in a name to denote power. Cle is the equivalent for women.

dhar corondon - Largest of the corondon; stands up to 21' high.

Dhardrenn, Khodre - Current dharsage of Burdoth. His birthday, 78 Crith, is celebrated by most Ardothians. His wife is Rolesia Mincarra; his sons are Dharmar, Rhalter, and Jerdan.

dharlerrin - Large plantation.

dharmac - Amphibious cousin of the dharmee; also carnivorous. from White Wolf magazine's "Segment Jorune

dharmee - Large, low slung carnivore of Jorune wildlands. Called chooi by crugar.

dharmee swatter - Long, hooked stick made by residents of the Sobayid. Designed to hit a dharmee on its hindquarters, its most tender spot.

Dharmery - One of the Ardothian families that traveled to Carissey to develop mining interests. Now a powerful Khodren family, equal to the family line of the Burdoth dharsages. §

Dharmery, Lailia - Mother of Saress Khodre. Ruled North and South Khodre (formerly Carissey) until her abdication in favor of Saress in 3462. §

Dharmery, Saress - See Khodre, Saress.

dharsage - Great wise one. Ruler of a country or realm.

DHARSIS - Current name for the Financial District of the Citadel in Ardoth.

DHARWIN - Neighborhood in Oiders district of Ardoth. Named for powerful Khodren immigrant family.

DharWin - Wealthy and somewhat feared Burdothian family with ancestral ties to Thantier.

DharWin - Wealthy and somewhat feared Burdothian family with ancestral ties to Thantier.

diagnot - Piece of Earth-tec that connects to a patient and sends sensations to a receptor connected to a physician or reader, allowing him to feel the exact sensations of the patient. Sensitivity controls permit diagnosis of painful ailments without damage to the reader, but there is still danger inherent in use.

diazcho - Edible low scale healing plant grown by ramian in Voligire for food.

diazon - Plant which resembles ginseng. Used in preparation of halcen, a limilate used as a sedative. from Essays

DICH - Neighborhood in Siders district of Ardoth where thivin skilled in handcrafts make their homes. For a few yules, you Can see great works of art as they are created, including gauthi rugs.

dichandra - Amphibious creature found in rivers, swamps, marshes and bogs. Their powerful wrist knuckles can subdue an opponent, and these bones are used to make musical instruments and gambling dice.

dichandra stones - Wrist bones of the swamp-dwelling dichandra, used for gambling implements and as foundations for musical instruments.

diffee quew - Thriddle teaching toy: Puzzle that teaches differential equations. from Compation: Ardoth

Diomis Klade - Glass blowers. Member of Pesade Klades. from Compation: Ardoth

DIRRLA_OCH - Area of Central Oiders where several scarmis live. Ca

diyorda - (diyordeh, pl.) Criminal.

DOBEN-AL, THE - Vast plains between Burdoth and Khodre. It is rough desert land and travel is not advised.

DOBRE - Realm of the bronth, located across the Assydre and Essajean Seas from Burdoth.

Dobren League - Forces opposing Prince Khodre during Energy Weapons War: Dobren bronth, Lunderian woffen, and Maustin Caji. from Compation: Burdoth

dolcha - (DOL-chah) [Chaun-tse] Idiot.

DOO_SAH - Thriving export city in Dobre known for ahji.

do-odreh - Snake found in jungle lands whose lightweight hide is used for clothing much lighter than leather armor. The cloth is very expensive. Pattern on its skin is caused by a layer of quills beneath the skin that expand when the do-odreh is threatened, making it nearly impossible to swallow.

doora - [Boru] Ancient strategy game played on a wood board.

doora crafter - One who makes doora sets. A respected bronth occupation.

DOSOI - Lushly forested island off coast of Heridoth near Koistra. Herbs and rare vegetables grow here.

Doss, Caji - Student of Caji Gends and member of Maustin Caji that stopped Ninindrue Plague Slayings. Carried Way of Gends to Jasp's muadra in 2947 PC.

doth - [Thowtis] Male woffen.

dothobider - Grazing herbivore used as a meat animal.

doul - Limilate that temporarily adds 5 to a characters Color points. Used by caji when learning new dyshas.

doulsin - Herb found in East Trinnu Jungle Lands used in preparation of doul.

DOWSEH - Base of the quiet ramian who now claim Jasp as their home.

DOWSEH BAY - Protected port bay of Jasp. Site of both new and old Aylon and several cities that have grown with Aylon_s prosperity.

DOWSEN - Large trading city in Heridoth.

DOWTROUGH - Mountains that separate South Khodre from Temauntro. C:Burdoth

DRA-EELI - Small port on southeastern shore of Ponteer. One terminus of Ponteer Trail.

DRAIL - Large densely forested territory located on southern edge of Sharharras Sea. Mountainous country, home to trarch and ruins of shanthic cities and temples. Heavily populated with mandare and dreglamon.

Drakswell – Warehouse town of House Khed on the Lanna Road, north of Keiraak. Sit of the original Earth Colony (Drake's Station).

drape crystal - Sculpted crystal that permits wearer to levitate when Ebba isho is released into crystal. Worn as belt of sculpted crystals. from Shanthas of Jorune

DRAUGNA - Area in Vintch neighborhood of Ardoth.

Drawkis Order - Two secret societies have used this name. Thantier originated first group shortly after Age of Monsters to insure position of pure-bred humans as dominant and legitimate race of Jorune. Second group has existed for only a few decades, since end of Energy Weapons War, and is dedicated to removal of crugar threat from Jorune (cygra are usually classified as crugar in minds of this hate group).

Drawkis Order - Two secret societies have used this name. The first group originated in Thantier shortly after the Age of Monsters, and worked to insure the position of pure humans as the dominant and race of Jorune. The second group has existed for only a few decades, since end of Energy Weapons War, and is maintained as a secret society among the great houses. This group is dedicated specifically to removal of the crugar threat from Jorune (cygra are usually classified as crugar in minds of this hate group).

Drawks – An insult applied by non-Thantieri to any member of the great Houses. A reference to the

Drawkis, who are not held in high esteem by most members of the general population.

dreglamon - Carnivorous creature with multiple mouths at the end of long, flexible stalks. It is slow moving and is easily camouflaged among the rock formations common to Jorune.

drenn - Citizen of Burdoth.

DRENN WALL - Wall located in the Hall of Drenn in the Citadel of Ardoth. This is where applicants for citizenship receive their challisks. The Drenn Wall contains the copras of all of Burdoth_s drenn.

Drenn Wall - Wall located in the Hall of Drenn in the Citadel of Ardoth. This is where applicants for citizenship receive their challisks. The Drenn Wall contains the copras of all of Burdoths drenn.

drennit - One who has acquired drennship through an exceptional act or service.

drenn-ton - Earth-tec robot which served general community good (lift, clean, carry, cook, defend). Virtually none are still functioning. from Jorune Earth-tec

droffner - Genon that simulates a homing pigeon. A material can be rubbed into the folds of skin on its face, and the droffner will be able to fly to the source of the smell when released. from Jorune Earth-tec

DRYCE - Neighborhood in Siders District of Ardoth. Populated by a large variety of races but few reasons for the Casual tourist to visit.

Du - One of the seven moons of Jorune, The Illuminator.

duplicator box - Earth-tec device that takes a pattern object in one side and a lump of material (such as plastic) in the other and turns the raw material into a duplicate of the pattern item.

duradon - Large relative of talmaron. Incapable of being trained or ridden.

durlig - Food plant created by Iscin and cultivated by the Earth colony. Necessary for survival of Terran races. Durlig is found all over Jorune.

durlig planter - Modified aerator used in establishing durlig field: prepares ground, plants seedlings, and treats soil to insure high survival rate for new plants.

durling - Durlig cake shaped into a ring. from Essays

DURLIS - City in central Gauss Valley. Known for creative durlig dishes.

DURRIS - Neighborhood in Southside District of Ardoth. Home to many agricultural workers.

dwebis - Small robot designed to care for the Earth colony starcraft and later adapted for work in the cryobins. A dwebis is still recommended to remove items from cryo-bins without damage. from Jorune Earth-tec

Dypra - Religion where isho is worshipped as an abstract deity; bastardized from Sho-Caudal religion of shantha. The future is foretold with isho, life and death are encompassed by it, and weaves are miracles in the hands of the caster. from Compation: Ardoth

dysha - Energy manipulation. The three forms are orbs, bolts, and body isho.

dyshic - One who weaves dyshas. Usually reserved for the Iscin races.

dyte - Muadra punk who cannot make a naull and who can cast only Desti dyshas. They are members of a counterculture of young, defiant muadra who have learned an underground distortion of caji disciplines.

Dyu Vekki – House Limen scientist who released influenza plague of 2148PC. The family name of Vekki was expunged from Thantieri records and the tower of House Limen was brought down.

Earth-tec - Anything built by the original colony.

EAST TRINNU JUNGLE LAnds --Jungle south of Burdoth and north of Anasan. Infested with cleash.

Ebba - One of the moons of Jorune, The Sender.

ebitra - [shanthic] Shanthic form of martial arts.

echo-tec - Method of communicating with sophisticated Earth-tec devices that relies on a band worn around the head to relay images and information to the user, and thoughts and commands to the device.

eckgrix - Root used by woffen for punishment. It causes permanent yellow blotching of skin and hair, and deterioration of the eyes causing night blindness.

Eecroh - Elite ramian shock troops, used for first attacks in Gire raids. Ramian in chiveer are often used as Eecroh. from Essays

eels - Earth-tec breathing suit (External Lung Environment Suit) that permits underwater breathing. from Jorune Earth-tec

eelshon - [shanthic] Group of shantha, composed of twenty-three sho copra from the seven sects, chosen to serve as a high council during a crisis. Last convened at height of lamorri invasion to create Eelshon She-evid. Eelshon also can mean twenty-three official shantha (similar to ten men for a Jewish minyan).

Eelshon She-evid - [shanthic] Battle creature created from isho, standing more than 50 yards high and vicious. It was designed as a horrific interpretation of the invading lamorri.

eesh - [shanthic] Shanthic extended family, usually twenty members. from Shanthas of Jorune

egg tin - Package of preserved genon and reco corks

from the original Earth colony. A single cork from an egg tin can regenerate extinct species of recos or genons. from Jorune Earth-tec

Ehrmer - People who inhabit Elcrellia Valley. from Compation: Burdoth

EHRMER SKYREALM - Skyrealm located above western Elcrellia Valleys of Heridoth. C:Burdoth

EHVANS - Independent island between Burdoth and Dobre in Sychill Sea. Formerly a colony of Dowsen. Populated by bronth, woffen, thriddle, humans, and corastin. Klein Ko-Trid lives here.

EHVANS SKYREALM - Skyrealm located above Ehvans. Has a small city inhabited by the wealthiest residents of the island. C:Burdoth

Ei-Tana River – Primary stream in Northwestern Thantier.

ekid - Second of the seven basic evids. Looks like a floating orb with nodules on its surface. Can fire random variety of bolts and orbs at -3 to injury. Can launch 2x3d6 dyshas before needing recharging. from Shanthas of Jorune

Elayn, Laindra - Woman of the city of York who in ancient times traveled many realms and sculpted figures of the creatures she saw upon her return. This started a renaissance in travel and trade on Jorune. The city of Laindis in the Sobayid is named for her. §

ELCRELLIA VALLEYS - Series of rugged, narrow, fertile valleys in the heart of Heridoth.

ELDS - City in Burdoth on border of Ardis and Lusail. Life here is relaxed. Many people are involved in crafts.

electrostatic weapons - Generic class of weapons including taser and stunner.

ELGRY ISLAND - Land mass in center of Lake Elgry. May be peak of a growing skyrealm.

ELGRY, LAKE - Lake in Glounda Forest.

elip ston - [shanthic] Large underground isho reservoir created by shantha long ago; a vastly powerful isho battery. Capable of releasing isho for a variety of uses (including attack of orbiting spacecraft).

ELLCOR MOUNTAINS - Range of mountains in central Heridoth.

ELLELSH - Posh area in Lelsh neighborhood of Ardoth.

ELLEMIN - Seaside city in Heridoth, famed for extensive beaches. Popular vacation resort for Burdothian drenn. 2nd Ed

ELLIH - Peninsula in western Heridoth.

ELLIPIE - City in northern end of Gauss Valley.

ellishebbi - [shanthic] Pools of liquid isho found deep in crust of Jorune. Used by shantha in making evids. from Shanthas of Jorune

ellishondi - [shanthic] Ancient shantha." Shantha stored in a keeper rod to accomplish some mission in the future.

ELLUCE RIVER - Tributary of Lusail River. C:Burdoth

emmersol - Flower whose orange petals can serve as a preservative for organic material, such as corastin crudge. Thriddle like eating the petals.

enclep - Place where medicine is practiced.

energy cell - Earth-tec power source used by most weapons and devices from the original Earth colonies. These can be recharged in several tec-gen devices. There are three types: attack, function, and power cells.

energy repulsor armor - Earth-tec armor which repulses many forms of energy, including heat, electricity and radiation. Requires a power cell to operate.

enervor - Energy eater. Enervors on Jorune consume isho.

Entren - Language of humans on Jorune. It evolved from English.

entris - Translator or interpreter, usually affiliated with thriddle and their centers in various cities around Jorune.

epple - Vine used in making thon limilate. from Compation: Burdoth

eris - The season of spring.

ERREN VALLEY - Valley in West Trinnu Jungle Lands from which Kolovisondra SkyRealm was born. Ca

Erucia – Island fortress within Erucia Cover near North Moors.

ES_WON - In woffen lore, village (probably mythical) saved from crugar attack by Tholeds. Iscin Races

ES_WOTHER - Woffen neighborhood in - Shandane District of Ardoth. Home of the world-famous Shen hotel, Catering to a variety of Joruni travellers. Formerly Called Harsri; name changed by popular demand after Energy Weapons War.

ESH_EYE BAY -- Bay in Heridoth by city of Ellemin. Sandy beaches extend for miles around bay_s rim. 2nd Ed

ESHELLU - Road from Coise to Koistra. 2nd Ed

eshta - [shanthic] Vision.

ESSAJEAN SEA - Sea along Burdoth_s north coast. Southern arm forms Ardoth Bay.

ESSAN RIVER - Western tributary of Essanja River. C:Burdoth

ESSANJA - Largest, but somewhat backward, city in eastern Burdoth.

ESSANJA RIVER - Major river that flows from Essanja to Port of Essanja and empties into Essajean Sea.

ESSANJA, THE - Eastern portion of Ardis province.

ESSEJEE - Port city on east coast of the Essanja. Strong maritime reputation; their sailors are highly sought after.

Essle - Tribal people who inhabited the Essanja before traveling to Sychill by talmaron. Their descendants survive in Albah, Delbah and Saybah. from Compation: Burdoth

eswother - [Thowtis] Home.

Etton - Human religion which believes humans were placed on Jorune by deities. They believe humans were banished from Earth for using technology. They oppose use of Earth-tec; they believe use breaks sanctity of the religious artifacts. from Compation: Ardoth

evid - [shanthic] Isho construct made from liquefied crystal dust into an animal-like form, capable of specific commands programmed into its isho. Evids are used to condition isho in a region, to defend sites, or to attack enemies. There are seven basic types and other specialized ones.

fadri - Thriddle teacher.

Falannat – Herding and meat processing city east of Lanna.

Famous Personalities of Jorune

farg - Enormous swamp dweller with weak eyesight and poor Tra sense. They use great club-like arms to bludgeon prey. from Essays

field ram - Earth-tec photo-sonic shock weapon.

FINANCIAL DISTRICT - District inside the Citadel of Ardoth.

FISHERMAN_S QUARTERS - Neighborhood in Siders District but outside southern wall of Ardoth. A jumble of cleps, incleps, brokerage houses, craft shops, and homes. Contains South Homes area.

flight vest - Shanthic vest imbedded with crystals to permit personal levitation and movement in aerial isho flows. Primarily a ceremonial curiosity.

flowers in the dark - Common name for nemsis. from White Wolf magazine's "Segment Jorune

flue pipe - Thriddle teaching toy: Blow pipe holding sharp objects on spokes inside; used to teach harmonics. from Compation: Ardoth

Folland – grain center of eastern Thantier, House Pars.

force wall - Earth-tec device that generates protective shield by creating wall of force in specific location.

Founding Day - 1 Crith; New Years Day for Ardoth. By tradition the day the first fishermen landed in Ardoth Bay, approximately 250 PC. from Essays

Freport – see Cashen.

frist - [Chaun-tse] Claw.

function cell - Smaller version of power cell, limited to 50,000 joules of energy with low output. 75,000 are believed to still exist on Jorune. from Jorune Earth-tec

Fusheen Klade - Klade of assassins and poisoners, based on Sillipus. from Gire of Sillipus

fusho - deadly poison used by the Fusheen Klade. from Gire of Sillipus

fusion generator Earth-tec power generation system. Now rare on Jorune (but they do exist). from Jorune Earth-tec

gaaz - Small, bazaar-like event. Local name for bazaar in Allidoth. from Essays

GALSH-ACA - Ancient burial grounds of the shantha, in the Essanja plains.

galti ore - Mineral found in Jorunes crust that brings out special properties in crystals. from Shanthas of Jorune

gapper - Genon which looks like a flat snake and is designed to give its owner a strenuous workout. Defective ones will exhaust an opponent, drive him to unconsciousness, and/or drink his blood. from Jorune Earth-tec

GARICHEE - Warehouse and working class district outside walls of Old Aylon fortress in Jasp.

Garicheer, Ko Jey - Ramian Gire who broke peace with Jasp in 1162 PC.

Garshk - [Troffa] Big men eat." Annual celebration among the trarch of Drail on 60 Mullin of each year. Chiefs prove themselves or are replaced during ritual battles and feasting.

gas filter - Fits on a humans head and provides clean, filtered air and protection against air-borne poisons and pollutants. Requires a function cell to operate.

gashten - [Thowtis] A woffen village.

GATEWAY - Main entrance to the Citadel in Ardoth.

GAUSS - (1) Province of Burdoth. (2) Oldest and largest city in Gauss Valley. Major durlig supplier. The klade system began here.

GAUSS VALLEY -- Rich farmland northwest of Burdoth. Site of North Valley Research Station of the Earth

colony. Alleged to be site of Iscin_s laboratory.

Gauss Valley Associates - Group of klades originating in Gauss Valley and/or following traditional trades. Mother house in Khaun Gauss, Burdoth. Some member klades: Iscin, Jahadda, Liggnie, Mooselk, Plencia, Storuli Blade, and Triwerse. from Compation: Ardoth

Gauss, Khaun - Son of Mayatrish and Paul Gauss. Founder of the city of Khaun Gauss in the Gauss Valley of Burdoth.

Gauss, Paul - Human who found Iscin's journals and rediscovered the secret of durlig. With his wife Mayatrish, he protected human mutations and Iscin races in the early 7th century.

gauthi - Cocooned insect beaded into fine rugs woven by thivin.

gauthi rug - Fine rug woven by thivin from gauthi. After a few centuries the gauthi hatch from their cocoons, so rugs must be destroyed before they reach this stage.

gawdieth - Limilate that permits woffen to run on all fours without discomfort.

gc - Abbreviation for gemcluster.

Geebo - Common name for the scarmis language.

Geebokoushic - The scarmis language.

Geeooooohpo - (gee-oh-oo-oh-OH-poe) [Geebo] Please dont wet me down. from Essays

GEER - Muadra suburb of Old Aylon, built on old Campground where muadra first stayed when they were not allowed to sleep within city walls.

Geer, Jarman - Jaspian muadra hero who in 1162 PC used primitive crystal rafts to attack a ramian Gire fleet from the air and saved the country from invasion.

gem - Base unit of currency among major nations of Jorune. Burdothian gems are marked with laser drills. The center is completely clear of milky color and sparkles with blue, green and yellow.

gem clump - Raw chunk of mined crystal preferred for making of jewelry. from Compation: Burdoth

gemcluster - Unit of currency equal to 10 gems. Also called a cluster. Similar to gems in look, but the color in the center is clustered into small, bright bursts.

gemlink - Unit of currency equivalent to 1/10th of a gem, or 10 gemules. Also called a link. The center is slightly milky and light blue in color.

gemstar - Largest common unit of currency. Worth 100 gems. Also called a star. Completely clear except for the colorful starburst pattern that emerges radially from the center.

gemule - 1/100th of a gem. Also called a yule. Well formed crystal with white, milky center.

Gendil Klade - Caji orb weavers who create aerial displays for celebrations, marriages and festivals, in particular for the Shower of Light. from Essays

GENDIS - Village in the Ayns Mountains, in the heart of Lusail province of Burdoth.

Gends Rescue - Woffen holiday in the Gauss Valley, or anywhere woffen want a reason to celebrate Caji Gends and his Maustin Cajis rescue of the woffen plague victims from slaughter by crugar in 2934 PC. Celebrated on 12 Mullin. from Essays

Gends, Caji - First of the muadra to learn dyshas. Leader of Maustin Caji assault on crugar at Ninindrue Plague Slayings.

genon - Single purpose bio-tec creature produced by incupods. Also called a reco. from Jorune Earth-tec

genon flare - Genon that is about six inches long. When squeezed it produces a blinding light for two minutes. It can produce this light once a day without harm. If squeezed repeatedly, it will burn for about ten minutes before dying. from Jorune Earth-tec

genon light - Genon that gives off a steady light for several hours a day. Can be turned off by gently stroking it to relax it. from Jorune Earth-tec

genon pier - Genon designed to create a structure reaching out into bodies of water. Will die if not placed in water immediately after birth. It grows very tall, remaining about 3'-10' above water. Every ten horizontal feet of growth, the pier puts down two long legs that lock to create a stone-like support. from Jorune Earth-tec

gerrig - Earlier version of durlig which grows wild on Jorune. Tastes worse than durlig.

giddle - Fast herbivore of Lundere capable of leaping eight feet to avoid capture. A woffen delicacy.

giddyne - Token necessary for entrance to the Mountain Crown of Tan-Iricid.

giggit - Larval form of spirric, an insect-like creature with several distinct stages of development. Sought after by thriddle (for the intoxicating effect of the crushed larvae) and by cleash (as food).

GILTHAW - Continental land mass north of Voligire, mostly tundra. Shantha dominate the southern regions connected to Voligire. Cleash live near the coasts, but Can be found mostly in the vast stretches of tundra and ice fields in the north.

gimlit - Sweet fruit about the size of a melon. from Essays

Ginja Klade - Private yords (personal security). Member of Hudson Klades. from Compation: Ardoth

Gire - (rhymes with fire) [Rorch-ko] (1) Strong." (2) Ramian pirate.

gissyne - The most vulgar word in Entren. A colloquialism not to be used in mixed company.

githerin - Retriever; thief.

Githerin Klade - Contract thieves. When operating through the klade, githerin have some legal protection. from Compation: Ardoth

gl - Abbreviation for gemlink.

glider - Earth-tec non-powered flight device for short, downward flights.

glispeen - Tree found in the Trinnu Jungles. Has thick, acidic sap that burns to the touch. from Essays

GLOUNDA CITY - City in Glounda Forest. Major military training center for Burdoth.

GLOUNDA FOREST -- Heavily wooded land in the heart of Burdoth, with extreme isho activity and large, wild beasts.

glow moss - Fairly common moss found near fresh water in intense bio-systems (i.e., forests and jungles). It produces a fairly constant light as long as it lives. The moss and light will die within a few hours of being pulled from its home on a rock or tree. from Essays

gm - Abbreviation for gem.

Gobey - One of the seven moons of Jorune, The Protector.

Gobey/Desti - Celebration every 935 days, or every two years, seven months and three days. A major celebration day of the lunar alignment. from Essays

Gomo family snap together - Thriddle teaching toy: a construction set. from Compation: Ardoth

Gomo, Salrough - Thriddle seer who established the new era. Still plays major role as liaison between governments of Jorune.

goseen - Limilate which temporarily makes males sterile. Used as male contraceptive. from Compation: Burdoth

gotey - Fourth of the seven basic evids. Looks like a spider whose body is a coiled black tongue. The tongue can uncoil to 7'+, striking with great precision, doing damage as Knife. Has long, pencil-thin legs. Can also spit bolts of Desti 2x2d6 times/day. from Shanthas of Jorune

granthix - Bulbous, short-legged, locust-like predatory beetle found in Cushindell Marshes and Trinnu Jungles.

grate stone - Similar to a lightweight hibachi. Used for cooking and heating. from Compation: Burdoth

Great Houses – The nine extended family groups that were the central organizing powers in Thantier at the beginning of the thousand year war. Only seven Houses remain, which is seen by some as Jorune's acceptance of Thantieri claims to their land, with its seven sources of Isho and seven moons.

Great Wanderings - After almost thirty years under control of the crugar in Iscins compound, the other bio-engineered races fled west into Doben-al to seek homes. The Great Wanderings lasted for two generations. Crugar are vilified for Iscins death and for enslaving other races afterwards.

grenn - Disease brought about through contact with the locure. from Essays

grint - Cute, shy, defenseless turtle-like creature raised by thivin as cheap meat. from Compation: Ardoth

grunder - Underbelly of the locure. from Essays

gs - Abbreviation for gemstar.

gu - Abbreviation for gemule.

gunther burger - Ground beagre meat mixed with durlig and deep-fried. from Compation: Ardoth

gvintch - Two meter tall gnarled bush with greenish-blue needle-like leaves. The leaves are easily dried and provide a good source of tinder for fires. from White Wolf magazine's "Segment Jorune

HAILER - Area of expensive homes in Sobrinth neighborhood of Ardoth.

hak - [Chaun-tse] Long.

hak-frist - [Chaun-tse] Long claw." Modified spear used by crugar.

Halby Klade - Thombo trainers. Member of Hudson Klades. from Compation: Ardoth

halcen - Limilate created from diazon plant. Used to induce limited pain blocking, tranquility and sleep; a sedative. from White Wolf magazine's "Segment Jorune

HALL OF DRENN - Part of the Halls of Splendor at the Cryshell Citadel. Copras of tauther are inscribed on the Drenn Wall and final acceptance of the challisk is made here.

HALLS OF SPLENDOR - The Dharsage_s museum, dedicated to achievements of Ardoth, from humble origins as a fishing village to Capital of most powerful empire on Jorune. There are occasional public exhibitions of Earth-tec from the Dharsage_s trove on Shendarri SkyRealm.

HARANGIRE - District in Old Aylon in Jasp.

Harangire, Kah Denni - Ramian Chiven Rachu-eh ambassador and harbinger of era of peace between Jasp and Voligire in the 900's. Patron ancestor of Jaspian

ramian.

Harboh - Dobren general who signed the Klein-Khodre Accord. §

hard-sword - Ramian sword crafted from rock indigenous to Voligire region.

Harik, Ton - Jaspian Iscin hero who, according to legend, studied skyrealms of Jasp and constructed first crude levitating craft in 842 PC.

harn - Hairless, eyeless desert creature that builds underground labyrinths that are access to deep wells.

harness system - Mount system for infusers in Earth-tec. from Jorune Earth-tec

Harpers – see Pilgri.

Harsri, Rhan - Despised former chell of Ardoth. Temporary chell while Khodre Allonkarb was in Temauntro during the Energy Weapons War. Hated by muadra because he gave order to expel muadra from Ardoth. Blamed for the sinking of the warship Camder. §

harvester - Modified aerator which pulls durlig crop out of the ground. from Jorune Earth-tec

haspill - Gourd-like fruit that drops from the tree if overripe. Found in Glounda Forest, Dobre, and the Hobeh.

hawma - [Chaun-tse] Crugar ritual hut. Built high, crugar must leap to gain entrance to these unusually peaceful structures. Fights are never permitted within a hawma.

HAWTOWS - City in Dobre that is home to large herds of dothobider.

HEATHCOAT KERNING BAy - Somewhat seedy kerning bay in Dryce. Nominal headquarters of Mah Vens.

Heilitz – Frontier city of the Kibrolan valley.

HELMER SKYREALM - Skyrealm which travels a regular circuit around perimeter of the Doben-Al.

HERBIS - City at mouth of Hoodo River in Dobre. 2nd Ed

herbis - Frothy thriddle beverage best served with floating chunks of crust. from Compation: Ardoth

HERIDOTH - Independent country east of Burdoth. Populated mainly by humans. Heridoth has many skyrealms.

HERMOORE - Island southeast of Heridoth. Sparsely populated due to croid, insects, and ahji spores.

herris - Jail.

HERRISAIL - Lerrin in fields south of Ardoth engaged in durlig farming. Ca

HESMAW - Port city in Temauntro. Iscin Races

HESMIN - Port city in Temauntro. Iscin Races

Hichandricks Klade - Tailors specializing in Lelligirian Cushindell silk. Member of Kipkle Klades. from Compation: Ardoth

hicho pit - Stone-lined depression in the ground used for small fires. from Compation: Ardoth

HIE PLAINS -- Site of Battle of Sholis in Heridoth. Between Coise and Koistra, and east of Mairamin. 2nd Ed

Hie, Lord - Legendary Heridothian leader, believed to have lived sometime between 12th and 15th centuries. He is credited with unification of several Heridothian families for expansion into the Sobayid, colonization of islands and points within Burdoth, raising level of overall Heridothian health with public sanitation, and building of great walled cities of Heridoth. Lord Hie may be mythic combination of several Heridothian leaders during the dark ages of Joruni history.

hilc - (hilk) Limilate which allows ingestion of Joruni plants and animals by Earth-based races.

hirgin - Butterfly-like insect.

hishtin - Boccord who trains others in interference skills.

HIT_TIKE MOUNTAINS - Range of mountains in Ros Crendor. 2nd Ed

Hlonistu Klade - Insurance klade started by thivin, but now dominated by humans. from Compation: Ardoth

HOBEH, THE - Wild land south of Dobre. 2nd Ed

Hobra Klade - Horse trainers. Member of Hudson Klades. from Compation: Ardoth

Ho-Gomo, Bennid - Thriddle friend of Caji Gends who taught crugar how to weave Lightning Blast dyshas.

HOIT - Small fishing village with a stone quarry on shores of Tarberi Bay. Between Monerey and Allidoth in Burdoth.

holocam - Earth-tec recording device used to create moving holograms. from Jorune Earth-tec

Homen - The shenter spirit in woffen lore. Said to have been created by Iscin to bring good company to woffen. from Playing the Iscin Races

hon - [Boru] Primitive bagpipes which emit a few low tones. from Compation: Ardoth

HOODO RIVER - River in western Dobre that empties into Sychill Sea at Herbis.

HOOTH BAY - Bay of northern Lundere, at isthmus where peninsula joins main portion of Lundere. Iscin

Races

Hotha - The tologran language.

hot-marsh weed - Herb with mustardy taste grown in Simbi.

Ho-Trid, Kirra - Thriddle advisor to Khodre Allonkarb, and Khodre Dhandrenn's mentor. Author of "Those You Will Meet."

House Adwa (unofficial) – Disgraced and dissolved Thantieri Great House of Trade who lost their house during a war to unify Thantier under one House. House Pars took the trade holdings of Adwa in 1235 and unofficially recognizes the bloodlines of Adwa. Adwa shares the lowest status with House Limen. Adwan are forbidden to carry any weapon other than a utilitarian knife. Adwan cannot bring charges in Thantieri courts.

House Iden – Thantieri Great House of History and Education.

House Kanteh – Thantieri Great House of Crafts and Services.

House Khed – Thantieri Great House of Trade and Law.

House Kovan – Thantieri Great House of Public Service, including yords, fire brigades and sanitation.

House Limen – Disgraced Thantieri Great House of Science. In 2148, scientist Wajjoon Heng accidentally released a mutated influenza virus that kills tens of thousands. Heng was publicly executed, the House was disgraced, and formally pulled down, and the Limen Tower was destroyed. Limen families maintain strict observance of family bloodlines and keep reliquaries within their homes in the former Limen district. Limen are forbidden to carry any weapon other than a utilitarian knife. Limen cannot bring charges in Thantieri courts.

House Pana – Thantieri Great House of Labor, the most visible of all of the Houses and the lowest in the social structure.

House Pars – Thantieri Great House of Resources, including mining, agriculture, lumber, masonry and aquaculture.

House Zunis – Thantieri Great House of Science and Exploration.

hover car - Earth-tec vehicle which hovers over the ground using a form of repulsion similar to power rams. None are known to still be operational. from Compation: Ardoth

HOWDA - Well maintained kerning bay in Laprendell.

HPP - Huge portable pile from Earth colony utilizing a slow fission source to generate power and recharge energy cells or provide power to a mobile camp. 981 are believed to still exist on Jorune. from Jorune Earth-tec

Hudson Klades - Group of tightly knit klades offering services and consumer goods. Mother house in Aylon, Jasp. Some member klades: Ginja, Halby, Hobra, Kindrich, Lassiltroff, Learson, and Spallor. from Compation: Ardoth

huldrin - (1) Small thriddle community. from Essays (2) The garment district of Lelligires bazaar. from Compation: Burdoth

Huston - Wealthy boccord family that made their fortune by printing twelve sacred texts of Tran'Haddan for sale in claysis across Jorune. Founders of Huston Union, a banking organization.

ibich tree - White barked tree with almost vertical branch structure. Ibich nuts are popular playthings with woffen pups, but bitter tasting if eaten. from Compation: Ardoth

ICE FIELDS OF GILTHAW - Home of vodra and the insidious cleash.

Iden, House – Thantieri Great House of History and Education.

IKTA - Uninhabited island off coast of Jasa, in Aylon Strait.

ikta - [Rorch-ko] Safe camp.

illidge - Place where drinks are served; a bar.

iln - [shanthic] Motion. from Shanthas of Jorune

IMAGRI - Former name of Chaln Imagri.

IMISH RIVER - River that curves through Temauntro.

IMPORT - Neighborhood in Shandane District of Ardoth.

inclep - Inn.

incuhut - (1) Slang for workshop of a bio-tec who deals with the public to produce recos. (2) Chain of bio-tec service centers licensed and guaranteed by the Dharsage in Burdoth. from Essays

incupod - Device bio-engineered to incubate and grow recos. Looks like a big, hairy melon.

infuser - Optical and power grid system of Earth-tec equipment. from Jorune Earth-tec

inner naull crystal - Sculpted crystal which contains naull of a creature, usually a shantha. Those with high Color can probe the naull with simple isho questions about the creature. Most basic form of sculpted crystal. from Shanthas of Jorune

Iscin - (ISS-kin) Name taken by those of learned ability, such as scientists and scholars.

Iscin Klade - Scientists and researchers. Member of

Gauss Valley Associates. from Compation: Ardoth

Iscin, Theodore Paul - Born Eris 5 (by tradition); died Mullin 34, 27 PC. Bio-tec engineer who modified Earth animals into intelligent, bipedal creatures. Killed by Choundra, one of his creations.

isho - [shanthic] Life; vitality." Isho is the ambient energy that flows from the crystals that make up Jorunes crust. It is invisible under most circumstances. There are seven basic types of isho. It can be woven by some creatures into orbs and bolts. Most Jorune natives see with isho. It permeates and flows around everything. from Essays

isho current - Large invisible river of energy created by massive underground flows of molten crystal. Isho current determines movement of skyrealms and Jaspian crystal schooners.

isho pumping - Great outpouring of power from subsurface molten crystal flows through surface crystal fields. Cause behind Joruni volcanoes.

isho storm - Violent outpouring of subsurface isho into the atmosphere. Interacts with ambient isho to create great rolling storm systems which can open spontaneous warps, burn living creatures with excess isho, and/or temporarily drain isho from an area.

I-tec - Individual repair chips used in maintaining Earth-tec.

I-tec mixer - Loader for introducing I-tec into a piece of Earth-tec. It consists of a large vat of tec soup through which M-tec will swim, gathering I-tec for later use.

Jahadda Klade - Pharmacologists. Member of Gauss Valley Associates. from Compation: Ardoth

jampers - Musical instrument like a drum or tambourine. Made with corondon skin.

Jansa Passage Klade - Klade specializing in crystal dust used in Joruni funerals. The dead are sprinkled with dust to speed them on the isho wind. One of the oldest klades in Ardoth. Member of Moether Klades. from Compation: Ardoth

Jarhar - Essles who remained in the Essanja and renamed themselves. Guards in Essanja are still called Jarhar. from Compation: Burdoth

jarkis - Crystal structure of a Jaspian crystal schooner. from Essays

JASA - (1) Large island belonging to Jasp. (2) Village outside new port of Aylon.

JASP -- (1) Cold, northern realm of humans, with a small population of Iscin races and cygra. Famed for its development of crystal-powered flying ships, which have changed the nature of trade in the past half century. (2) Boccord city and guardian to mouth of Dowseh Bay. Originally site of Northern Research Station, from the Earth colony. (3) Original settlement creating nation of Jasp, later abandoned due to Gire attacks.

Jaspian cure herbs - Combination of herbs and a tart root from Jasp claimed to have the cure-all properties equated with snake oil. Note: Limilates sold as Jaspian cure herbs seldom contain the same ingredients twice. from Compation: Burdoth

jawm - Crugar metal currency used on west coast of Temauntro. Equals 400 sawm or 20 mawk. from Playing the Iscin Races

jeesa - Frog-like animal which lives in fetid water. It can spray an acidic liquid that burns skin.

jer - Jungle runner.

jerrid - Joining.

Jerrid Days - The first day of each season. Traditional days for weddings. from Essays

jikk - Thantieri flute-like instrument. From Companion: Ardoth

jikk - Thantierian flute-like instrument. from Compation: Ardoth

JOBLE - Thivin gambling community southeast of Sobay. Popular R&R spot for Burdothian military. 2nd Ed

jorbus - Orange melon with potato-like flavor. Best when mashed and fried as crisps.

Jorune - The Earth name of the planet, named for its discoverer.

Jorune Bio-Tec - Company with franchise to provide genetic research and lab services to the colony. Iscin was a JBT employee before he was chosen to go with the colonists.

Jorune, Kadija Rhen - Earth astronomer credited with the planet's discovery.

Joruni - Of Jorune. Devotee of the study of things from Jorune.

kahn - [Chaun-tse] Cold.

KAIGON - Village also Called the _gateway to the Gauss Valley_ in the southern tip of the valley. It has been rebuilt many times. 2nd Ed

Kanteh, House – Thantieri Great House of Crafts and Services.

Kaol – Mining and aquaculture village in western Thantier, accessible only by boat of on foot through the Westhani Mountains.

KASK - Human city in South Khodre on Temauntro border, on west face of Dowtroughs. Near the largest

of the Auklin family mines. Has a reputation for heaviest drinking and most serious gambling outside Joble. C:Burdoth

Kastril-don Klade - Lelligirian fabric and clothing importers. Member of Lorgin Klades. from Compation: Ardoth

KAUTHNIE - Cooperative durlig farming community on Agis River in Gauss Valley. 2nd Ed

kayedi - Leafy vegetable. Favorite treat of bochigon.

kayum - Red root that grows in Ailaudra. Used to make a red stain. Has a horrible bitter taste. from Essays

kcrikss - [cleash] Large, narrowcleash ship with masts twice the ships length in height.

kee - Neuter pronoun used by thriddle to describe members of their race.

keeba - Fleshy horn of the corastin.

keeper rod - Crystalline rod of shanthic origin used to hold a person or creature for thousands of years. Isho essence of creature is stored in rod until rod expires or is broken. Maximum life of a filled rod is approximately 4500 years.

keether - Herb which inhibits the bodys to hold onto isho for up to one hour. Carried by caji as protection against isho storms. from Essays

KEF - Fishing village facing Ikta on Aylon Strait.

kef - [Rorch-ko] Nets dry.

Keiraak – Mining town at the foothills of the Hurajai Highlands, House Pars.

kelva - Waist-high reedy plant similar to bamboo. from White Wolf magazine's "Segment Jorune

keosko - Herb from Trinnu Jungles favored as an intoxicant by scarmis. from Compation: Ardoth

Kerell - Human religion which believes humans came to Jorune voluntarily to help shantha, but were betrayed by them. They revere Earth-tec and try to obtain and use whatever they can. A person is not considered an adult until he possesses a powerful Earth-tec item. from Compation: Ardoth

kern - To expel energy in a crude form.

kerning bay - Area of a city specifically sectioned off for the expulsion of energy, in dysha practice or kerning.

kesht - High citizen of Burdoth, above drenn. Highest status a citizen can attain. Feminine form is keshtia.

keshtia - Feminine form of kesht.

Keshtica Yordica - Supreme Court of Ardoth.

Kesh-ton - Advanced Earth-tec robots that served as judges on Earth before the starcraft left for Jorune. They were designed to look like Abraham Lincoln. The word kesht comes from the high position of these robots. Only 24 were brought to Jorune; a tiny fraction - are believed to still exist. from Jorune Earth-tec

khan - Leader.

KHAN SOOR - Military training island at mouth of Dowseh Bay in Jasp. Once a ramian fishing village in 10th century.

KHANA - Wealthy muadra settlement on Jasp_s Dowseh Bay.

Khanat - Jaspian clan respected for its meticulous bookkeeping and profitable negotiations. Has overcome dark stain left by an ancestor Sage who ruled Jasp with a corrupt administration and was overthrown in popular revolt in 3077.

KHANAT INLET - Recessed arm of Dowseh Bay used to unload trade goods in the Garichee warehouse district of Aylon.

Khanat, Sage - Near-legendary despot of Jasp who was deposed by popular revolt in 3077.

Khardarren - Wealthy Burdothian family. Several generations of this family have proven themselves to be powerful strategists and tacticians in service to Khodre Allonkarb and Khodre Dhardrenn.

khaun - Great son of.

KHAUN GAUSS - City in Gauss Valley named after the son of Paul Gauss and Mayatrish. Major durlig supplier.

Khed, House – Thantieri Great House of Trade and Law.

KHODRE - Divided realm, formerly Called Carissey. Now ruled by Saress Khodre, half-sister of Khodre Dhardrenn, the Dharsage of Burdoth. This is rough mining country. Lake Dau-uh-dey, where the acubon live, divides it into two parts, North and South.

Khodre, Saress - Ruler of North and South Khodre. Half-sister of the current dharsage of Burdoth.

KHOSALL - Old cygran regional meeting place on border of North Khodre and northern Temauntro. Center of old mining district of Carissey.

khosall - [Chaun-tse] Watchtower.

Kibrolan – A river connecting the Hurajai Highlands to Thantis and Sage's Bay.

Kibrolan (Pearl) River – Main waterway along the border with the Doben-al. Ancient name is the Pearl River.

kidikyle - Barnacle-like crustacean found growing on the bottom of ships and piers.

kim - City council or council governing a specific district.

kimit - Council with jurisdiction over a small neighborhood. Operates under a kim.

kims buckle - Badge of office worn on a fine yoke across the shoulders, fitted over the center of the chest (similar to old German burghurs).

Kindrich Klade - Armorsmiths. Member of Hudson Klades. from Compation: Ardoth

KINSTER - Middle class area in Lelsh neighborhood of Ardoth.

Kipkle Klades - Group of well-known, highly specialized klades known for quality and service. Mother house in Carissey, North Khodre. Some member klades: Astilene, Hichandricks, Letros, Shelpedy, and Shencle. from Compation: Ardoth

KIRLAN - City on the shores of Lake Dau-uh-dey in South Khodre. Capital city of Khodre and site of Saress Khodre_s palace. Most wealthy Khodren families own homes here. 2nd Ed

klade - Communal child-rearing group used to train orphans or other children in a trade or profession, ranging from thieves to healers. Favored placement given to children of previous members. Similar to a guild.

KLADE BAY - Section of Ardoth in Siders District where klades maintain communal residences for travelling klade members. It has become dangerous for travellers without a known klade member as their guide. 2nd Ed

KLASPRIN - Principle awss of Ardoth. Located in the Citadel.

klavic - 5" long insect commonly found in Glounda. They do not bother larger creatures unless in their egg-laying cycle, when they will lay eggs under a hosts skin. from White Wolf magazine's "Segment Jorune

Klein-Khodre Accord - Agreement that ended the Energy Weapons War.

KOISTRA - City in Heridoth on eastern shore of Ardoth Bay. Known for pichi spice.

Kol, Gire - Legendary first ramian pirate. Although hated by own people for becoming a pirate, he saved them from a plague with raids of other lands for shirmeh.

kole post-wood - Wood grown in Udah and on Seld. Excellent for use in ship construction. from Essays

kolo - Protector.

kolo shal gasha - Protector of the way.

KOLO SHAL GASHA SKYRealm - Skyrealm over Temauntro, southwest of Jasp.

kolovisondra - Protector of the valley.

KOLOVISONDRA SKYREALm - Skyrealm born from West Trinnu Jungle Lands. It Caused a huge ocean warp to open, into which it disappeared. Its fate is unknown.

komo drag - Thriddle pull toy: Cute little corondon on wheels, to be pulled by children. from Compation: Ardoth

KORRID - City on east coast of Heridoth. Former seat of power for Sommint Valley. 2nd Ed

Ko-Trid, Klein - Tan-Iricid thriddle who negotiated end of Energy Weapons War. He now lives on Ehvans and has had only limited dealings with Ardoth since the signing of the Klein-Khodre Accord.

Kovan, House – Thantieri Great House of Public Service, including yords, fire brigades and sanitation.

KOWESTER - Lerrin in fields south of Ardoth engaged in durlig farming. Ca

Kralarach – A modern city hosting the primary training school of House Iden, built on the ruins of a ramian settlement at Lake Ei-Tana, source of the Ei-Tana River.

KRAYLL ROAD -- Road connecting Ardoth and Gauss Valley. 2nd Ed

kree - [boccord] Worthiness, the most valued trait.

Krose, Danthro - Respected Ardothian drenn who has travelled the world and carried his tales back to eager audiences.

Ku'ransnell – Port city of House Khed.

Ku'rashell River – South flowing river from Mt. Hurog to Ku'Rashell through the Hugajai Valley.

KUGGIN MOUNTAINS RAnge at western edge of Gauss Valley.2nd Ed

KURLAIN - Small fishing village near Ardoth. Ca

KYIS RIVER - River in Heridoth that empties by York.

KYMAY - City on Heridoth_s eastern coast. 2nd Ed

KYMAY SEA - Body of water between Sillipus, Anasan, Dobre and Heridoth.

L_LOSHU - Shanthic name for Kolovisondra Sky-Realm.

la - [shanthic] Place. from Shanthas of Jorune

LA_SHALTA - Primal home of shantha below Lundere. SJ

lacoya - [shanthic] Cave of crystal and stone where shantha prefer to build their homes. Also called deeahl. from Shanthas of Jorune

LAINDIS - City in the Sobayid province of Burdoth,

named after Laindra Elayn. 2nd Ed

LAIRD MOUNTAINS - Range on Saybah Peninsula. 2nd Ed

LAITHEREEN - Small fishing village near Ardoth. Ca

LAKE DAU-UH-DEY - See Dau-uh-dey, Lake.

LAKE ELGRY - See Elgry, Lake.

Lalbin Klade - Sculptors (stone and metal). Member of Pesade Klades. from Compation: Ardoth

lamorri - Alien race that came to Jorune before humans.

lamorrid - Seventh and most powerful of seven basic evids. Looks like small (13' tall) version of Eelshon She-Evid. Does damage primarily with hands (as Fist +6). Can also launch orbs and bolts of Ebba and Du. from Shanthas of Jorune

Lanna – Formerly "Sagestown", core trade city of House Pars.

lanteen sailed cutter - Fast, maneuverable Burdothian sailing ship. Several of these have been outfitted with Earth-tec arms on orders from the Dharsage. from Compation: Burdoth

LAPRENDELL - Residential area in Arkin neighborhood of Ardoth.

laser - Earth-tec pulsed laser weapon.

Lassiltroff Klade - Cabinet makers. Member of Hudson Klades. from Compation: Ardoth

Lathuhu - [Hotha] The Day of Landing." Tologran holiday on 5 Mullin which celebrates the tologran arrival at Sharden in 83 PC.

Launtra - One of the seven moons of Jorune, The Flow.

LAUNTRA CIRCLE - Site of government and diplomatic embassies in Old Aylon fortress.

lawmers - [Thowtis] Popular woffen garment of loose-fitting overalls.

LAYSIS - Isho-free area in T_lane neighborhood of Ardoth.

leafed hiddo-meats - Processed slices of cheap thombo meat served as fast food, steamed in pungent perpya leaves. from Compation: Ardoth

learsis - Healer.

Learson Klade - Corastin porters - (membership exclusively corastin). Member of Hudson Klades. from Compation: Ardoth

Leathro Corastin Aides - A company of the Learson Klade.

Leesh Ebeeca - [shanthic] The Dying Time." Period when humans released bio-tec virus into atmosphere and killed 99% of shanthas. from Shanthas of Jorune

leeshilahte - [shanthic] Native spore shanthas use to make organic medicinal compounds much stronger than limilates. from Shanthas of Jorune

LELLIGIRE - (1) Eastern half of Lusail province of Burdoth. (2) - Human city on north coast of Lusail province. Known for fine Cushindell silk production. Formerly Called Trosoe.

lelligire - [Rorcho-ko] The defeated Gire.

LELSH - Comfortable neighborhood in Old City District of Ardoth. Comprised of Anamber, Ellelsh, and Kinster areas.

Lermpha Klade - Limilate fabricators. Member of Lorgin Klades. from Compation: Ardoth

lerrin - Farm.

Letros Klade - Private yord services and training. Member of Kipkle Klades. from Compation: Ardoth

LIGGITT MOUNTAINS - Large range separating Lusail from Gauss Valley.

LIGGNIE - Small town in northern Gauss Valley.

Liggnie Klade - Durlig harvesters. Member of - Gauss Valley Associates. from Compation: Ardoth

lih - [shanthic] Naull orb.

lih-ahl - [shanthic] Dysha group. from Shanthas of Jorune

Limen, House – Disgraced Thantieri Great House of Science. In 2148, scientist Wajjoon Heng accidentally released a mutated influenza virus that kills tens of thousands. Heng was publicly executed, the House was disgraced, and formally pulled down, and the Limen Tower was destroyed. Limen families maintain strict observance of family bloodlines and keep reliquaries within their homes in the former Limen district. Limen are forbidden to carry any weapon other than a utilitarian knife. Limen cannot bring charges in Thantieri courts.

limilate - Drug or medication.

limrah - Berry which is a favorite intoxicant of crugar.

line dust - Crystal powder used to evaluate isho weather.

link - Common name for a gemlink.

linryte - (1) Jungle vine with deadly poisonous leaves. (2) Soothing but expensive nerve tonic made from heavily processed linryte leaves. from Compation: Ardoth

lirgin - Predatory beetle found in Trinnu Jungles. It often inhabits the fur of the farg. Cleash consider lirgin

juice to be an aphrodisiac; Ca-Du shantha use lirgin juice in preparating shanthic blades and thailierian armor.

lisasha - Favored food root of the shantha.

lissen slate - Very expensive slate used in road and building construction. Quarried in Heridoth, near Mairamin.

lloshu - [shanthic] High jungle.

locator - Earth-tec transponder send/receive device which serves as a beacon to aid in searches for lost equipment or vehicles. from Jorune Earth-tec

locure - Low, armored creature, similar to an armadillo, with claws. The natural covering can be shaped into armor called locurian grunder. from Essays

locurian grunder - Very tough form of armor capable of resisting both physical and isho attacks. from Essays

LOD - City on Dowseh Bay in Jasp.

lod - Master of the lerrin. Corruption of lord.

LOH_ODEN - Shanthic lands in the Hobeh, south of Dobre.

LOLA - Area of cleps and incleps in Clavis neighborhood of Ardoth.

long-scarf - Fashionable accessory made from skin of the do-odreh. from Essays

LOO HOOS - City near Udah in Dobre.

LOO_HOSS - Dobren name for Sychill Strait. 2nd Ed

loo-raum - [Boru] Ramian killer." Bronth warship constructed in secret in Crendor province of Dobre.

Lorgin Klades - Group of klades viewed with contempt for high prices and poor services. Mother house in Thantis, Thantier. Some member klades: Aciloss, Kainayne, Kastril-don, Lermpha, Mersigh, Rutterbus, Shaedir, and Ubrissa. from Compation: Ardoth

Lorgin Klades - Group of klades viewed with contempt for high prices and poor services. The klades' mother house is in Thantis, Thantier, and is part of House Pana, but the klade are recognized across civilized Jorune. Some member klades: Aciloss, Kainayne, Kastril-don, Lermpha, Mersigh, Rutterbus, Shaedir, and Ubrissa. From Companion: Ardoth

LORRI - Area in North Cryshell neighborhood of Ardoth.

losht pod - Floating enervor plant filled with seeds and usually containing prized crystals.

Lost Children of Iscin - Bronth appellation for tologra.

lothern - Large, low slung pack animal. Favored by bronth.

lothern carrier - Cargo harness tied to lothern back.

LOWER MANSER - Marshy section of Manser which is slowly sinking. Isho emanations here make shantha ill.

LOWER WESTGATE - Neighborhood in Siders District of Ardoth.

loya - [shanthic] Preserved. from Shanthas of Jorune

LUNDERE - Primary woffen realm, dominating the great eastern peninsula neighboring Dobre. In addition to woffen, many salu make their home near the Capital of Yobreh. Woffen welcome visitors, particularly muadra, but discourage permanent residents other than woffen and salu. Woffen have excellent relations with their bronth neighbors.

lundere - [shanthic] Land of knowledge.

LUS_IKAI - City in Lusail on Lusail River. Famed for spillij juice. 2nd Ed

LUSAIL - Province of Burdoth comprised of two parts, Sydra and Lelligire.

LUSAIL RIVER - Large river system in Lusail province of Burdoth.

lystra - Person appointed by a dharsage to relegate authority throughout a region. Similar to a governor.

M.A.S. Mobile Active Suit. Earth-tec armor which has characteristics of deflector and energy repulsor armor.

mah - (1) [shanthic] Darkness; disturbance." (2) [Thowtis] Female woffen.

MAH ASHALTA-CA - Shanthic name for Lower Manser.

mah ashalta-ca - [shanthic] The Heart of the Darkness.

Mah Vens - Mock-shanthic name of group of about 100 muadra in Ardoth following charismatic leader Craig Pentitholl, who is suspected of using dyte punks in an extensive underground operation. from Compation: Ardoth

mailn - Colorful food spore eaten by shantha.

maintec - Small robot from Earth colony designed to repair other robots. 90 are believed to still exist. from Jorune Earth-tec

MAIRAMIN - Town in Heridoth on eastern shores of Ardoth Bay. Famed for fine slate quarries. Ruins of Battle of Sholis are here. 2nd Ed

mallmis - Thick paste at the bottom of rusper barrels. A favorite intoxicant for bronth.

mandare - Savage grey carnivorous beast known to include artifacts, vehicles and household goods among its meals when in attack mode. It looks like a rolling lump with a long neck and teeth. Avoid mandare.

mandare malaise - Casual name for vicious bacterial infection that can be caught from unclean entrails of a mandare. Wash immediately after butchering any mandare.

MANSER - Shopping area near Lelsh in Old City District of Ardoth.

MANSER STRIP - Rich merchant area of Manser in Ardoth.

MANSTED - Point on Ardoth Bay at which Burdoth and Heridoth meet. Ca

maplet - Shanthic artifact that admits the bearer through warps and protective fields at a specific site, often a family burial chamber.

mappor - Sculpted crystal held in the hand. Changes an orb when it leaves palm of caster; one orb is woven, but another sent. from Shanthas of Jorune

MAR - City south of the Essanja, in Burdoth. Known mostly for heavy beagre infestation.

Marsey - Khodres Ardothian flagship during Energy Weapons War.

MASH-MACCA - Shanthic name for the Doben-al. SJ

mash-macca - [shanthic] The dark lands. from Shanthas of Jorune

mathin - Noxious, foul smelling concoction - brewed from a variety of swamp mosses. Enjoyed by blount as an intoxicant.

Matrow – A city north of Thantis on the Pearl River. Home of the Order of the Pilgrim, aka the Pilgri. House Iden.

matter integrator - Earth-tec device that bonds two surfaces by complete molecular bonding.

Maustin Caji - Original band of muadra Caji Gends trained in dysha use. Many years later, a group of exiled caji from Ardoth used the same name. They rampaged through Anasan, stole a ship, rampaged through Thantier, and were finally stopped by Salrough Gomo on Tan-Iricid. Also, "MC".

Maustin Caji - The original group of muadra that Caji Gends trained in dysha use. Later, the band of exiled caji from Ardoth who rampaged through Anasan, stole a ship, rampaged through Thantier, and were finally stopped by Salrough Gomo on Tan-Iricid used the same name. MC

mawk - Crugar metal currency used on west coast of Temauntro. Equals 20 sawm; 20 mawk 1 jawm. from Playing the Iscin Races

Mayatrish - Wife of Paul Gauss. Between 609-616 PC, Gauss and Mayatrish protected the growing numbers of human mutations and Iscin races. Mayatrish is honored as a diety among many of these races.

mayoo - [thivin] Gambling game played with cards.

MEARD - Agricultural city on southern tip of Heridoth_s east coast.

meirsh - Marsh runner. from Compation: Ardoth

Melin – A remote fishing village in western Thantier, also a vacation and recuperation resort for Houses Pana, Kovan, and Kanteh. The nearby hills have many small farms for the families of those Houses and outlanders or other Houses are not made welcome.

MENTS - Range of mountains southeast of the Ellih peninsula that border Sommint Valley of Heridoth. 2nd Ed

merbian - Small grazing animal from Ros Crendor now popular in Ardoth. Used for meat.

Mersigh Klade - Tanners. Member of Lorgin Klades. from Compation: Ardoth

MERVIS - City in Ros Crendor.

MIEDRINTH - Hot, dry city in the Sobayid region of Burdoth, near the Doben-al and West Trinnu Jungle Lands.

military - Formal organization for career soldiers who can serve Burdoth in any location.

militia - Conscript army of men and women from other occupations Burdoth drafts to help defend their local area. They receive training, knowledge and weapons.

millegon - Genon related to the tilon. A gland near the creatures mouth produces an antidote to the tilons adhesive, which can be handy for mistakes. from Jorune Earth-tec

MOETHER KLADES - Klade neighborhood in Oiders District of Ardoth.

Moether Klades - Group of klades with mother house in Ardoth. Some member klades: Jansa Passage, Moether Rug and Silk, and Shamm. from Compation: Ardoth

Moether Rug and Silk Klade - Independent thivin weavers. Affiliated with Shamm Klade and other weaving klades. Member of Moether Klades. from Compation: Ardoth

moitre tar - Cheap tar that pools up in Glounda Forest. Used in cheap construction. from Compation: Ardoth

MONEREY - City in Burdoth north of Ardoth which has excellent stone quarries. No dysha use is permitted here.

moons - The seven satellites of Jorune: Desti, Du, Ebba, Gobey, Launtra, Shal, and Tra.

Mooselk Klade - Feeders (provide animal feeds). Member of Gauss Valley Associates. from Compation: Ardoth

mother house - Central organizing location for a klade. Most often the site of the klades founding.

MOUNT ERREN - Highest point in West Trinnu Jungle Lands, near the Doben-al border.

MOUNTAIN CROWN, THE - City on Tan-Iricid. Site of the great thriddle library.

Mow-Caw - [Chaun-tse] The anti-human. Alternate name for Bomoveris. from Compation: Ardoth

mowga - Wild plant with broad, shallow root structures found throughout Temauntro and parts of neighboring lands. Mature roots are eaten raw as a staple food by crugar and cygra.

Mt. Hurog – Active crystal volcano, one of the few known to exist on Jorune. There is conjecture that this is the scar left by the Thutubir Sky Realm (also called-Weary Vaulter).

M-tec - Device that applies multiple I-tec to repair large Earth-tec devices.

muad - Muadra without the ability and/or the knowledge to kern or use dyshas.

muadra - Mutant human race gifted with abilities of isho manipulation.

mullin - The season of summer.

Mundell - Recent (about one hundred-year-old) religion that sees the world in shades of good and evil. Humans, Iscin races, mutants, and some shantha are good or neutral. Ramian, scarmis, and cleash are evil and must be destroyed. from Compation: Ardoth

nam - [shanthic] Floating; levitating.

Nam-An-Atra - [shanthic] Floating Stone of Lights; also called The Mooning Stone." Large crystal sphere, located in Bolpey Kerning Bay, which levitates and shoots out orbiting orbs of isho when kerned into. from Compation: Ardoth

nanker - Thriddle teaching toy: Wobble-wheeled toy pushed back and forth between players, taking different routes with each push. from Compation: Ardoth

naull - Reflection of the brains interaction with isho. Orb a caji creates to display his or her copra. Sometimes used interchangeably with copra.

naull crystal - Crystal used by shanthic children to begin creating a naull. Humans can use naull crystals to show their own modest naulls.

NAYINE SKYREALM - Skyrealm located above island of Nayine. First discovered by Dobrens of the island. C:Burdoth

NAYINE, THE FINGER -- Finger-shaped island in southern end of Sychill Strait, between Burdoth and Dobre. Dobre maintains port facilities here.

N-Clyde - Cork to produce bio-tec organisms and bacteria, but not creatures. from Jorune Earth-tec

NEKKICH HIVE - A natural Cave a few feet underground in Ardoth that has a permanent, stable warp about the size of a large bowl. The warp opens into Voligire. Tourist attraction in Ald, where it is located, and in Voligire. People come and look at the foreign faces on the other side. Ca

NEMAIN - Neighborhood in Old City District of Ardoth with many artisans, Claysis workers, and muadra.

nemsis - Black algae colony which floats on brackish water. It waits for a creature to go through it, attaches itself like a leech, and dissolves the creature or a limb. from White Wolf magazine's "Segment Jorune

NEWFELD - Off-limits open pasture in Thantier where elite of Thantier meet to prevent (or plot) intrigues. Corruption of _newfield_, from the Earth colony.

Newfeld - A very well-guarded meadow in Thantier, on the Sage's Plain between Lanna and Folannat. The elite of Thantier meet here to prevent (or plot) intrigues. The name derives from "new field", from the Earth colony of that name. This was the last landing strip built by Jorune-to-Orbit for colonial supply. .

NININDRUE - Durlig growing village in Gauss Valley. Site of Ninindrue Plague Slayings in 2934 PC.

Ninindrue Plague Slayings - Crugar slaughter of helpless woffen at the village of Ninindrue.

Nirfer Klade - Bridge building klade most often contracting with governments. from Compation: Ardoth

NORSAEL TOWER - Old defensive tower at mouth of Dowseh Bay in Jasp. Now used to confine diyordeh who Cannot be permitted luxury of conscripted public service.

North Moors – Marshes to the east of Egnaro Bay.

NORTHSIDE - Low class neighborhood in Old City District of Ardoth.

N-pile Neutrino capture converter from the Earth colony. Very small, steady generators built underground. 1590 are believed to still exist on Jorune. from Jorune Earth-tec

OBISS RUINS - Lamorri ruins revered in Ros Crendor. Jealously guarded from outsiders by the boccord.

Obnithin (Sofeld) – City south of Thantier at the mouth of the Varkis River. Site of ancient landing field for Colony re-supply.

OBOTHIN - Port in southern Thantier. 2nd Ed

Obothin - Port district in southern Thantis.

odillid - Sixth of the seven basic evids. Huge, floating shanthic-looking mouth. It flies at high speed, shooting orbs and bolts at +1d6 to injury. Can also bite at +4 to injury. Can launch 6x3d6 dyshas before needing to be recharged. from Shanthas of Jorune

OIDERS WORKING CLASS neighborhood in Siders District of Ardoth, near the Es_Wother and Klade Bay. Contains Central Oiders, DharWin, and Moether Klades areas.

OLD CITY DISTRICT - Heart of historical Ardoth. Encompasses Ald, Lelsh, Manser, Nemain, Northside, Sobrinth, and T_Haynian neighborhoods.

OLD KLADE DISTRICT - Section of Old Aylon in Jasp. Location of several mother houses of Bohod Klades.

OLFELD - Settlement on Dowseh Bay, in Jasp. Name is a corruption of _old field_, from days of the original colony. From time to time farmers find trinkets in the ground, but so far nothing of major importance.

ood - [Boru] Bronth subterranean home or den.

o-Olis - Addictive limilate favored by Thivin. Expensive. It produces a mild, dreamlike state. Non-thivin have varying responses, from sleepiness to cardiac arrest.

orb - Most common form of dysha. Sphere projected from palm of the hand, ranging in size from 1" (ping) to 5' (crater) across. A naull is an orb about 1' across.

orb crystal - Rechargeable sculpted crystal that can discharge one type of orb or bolt. from Shanthas of Jorune

Oriem Klade - Cream (candy) makers. Member of Cassadon Klades. from Compation: Ardoth

OTHEN - Area in Vintch neighborhood of Ardoth.

Palandrinth Klade - Lighthouse klade. from Compation: Ardoth

PALZER - Area in Financial District of Ardoth.

Pana, House – Thantieri Great House of Labor, the most visible of all of the Houses and the lowest in the social structure.

Pars, House – Thantieri Great House of Resources, including mining, agriculture, lumber, masonry and aquaculture.

parthage - A wine from Miedrinth. from Essays

pawm - [Chaun-tse] Crugar clan, usually eight to fifteen families.

pearlice shrine sings - Music form of Sydra. from Essays

Per'Kulai Valley – Northern valley of the Dharmoral River.

perpya - Spicy herb whose leaves make hot chil powder.

PERSIS - Area of densely packed kiosks in Arkin neighborhood of Ardoth.

Pesade Klades - Group of klades offering variety of services and consumer goods; often compete with Lorgin Klades. Mother house in Dowsen, Heridoth. Some member klades: Aggum, Codeshen, Diomis, Lalbin, Sonra Tey, and Untina. from Compation: Ardoth

pevlar gloves - Insulating gloves from the Earth colony, extending over the elbows. For reaching into cryo-bins. from Jorune Earth-tec

PHALMRE - City in Cushindell Marshes which exports brynk hardwood and Cushindell silk moths.

Phandru – One of the original colonial research stations. Rumored to have been the home base for Karl Bomoveris, the geneticist who created the shantha-specific plague during the Shanthic Wars.

pib - [Chaun-Tse] Mouth.

pibber - Small, harmless rodent-like creature often taken as a pet. Capable of exposing fangs and claws if frightened or driven to panic (see thist).

pichi - Hot spice root from the island of Dosoi. from Essays

pihl berry - Fruit used to make sarla dark wine in Snabla. from Essays

Pilgri – A walking traveler, the society of Pilgri were an early education mission for young Thantieri for two millennia. Also known as Harpers, for their stringed instruments played during recitation of news from other regions and lessons. Solitary Pilgri became known as Ardan, the Lesser Harpers.

pillit - Gland in chin of the thombo, used as an ingredient in binkers hamn. from Compation: Ardoth

PIRDIS MARSHES OLD NAme for Cushindell Marshes of Lusail.2nd Ed

playnut - Round, smooth ibich nut used by woffen pups as a marble or for playing catch.

Plencia Klade - Oldest food preparation klade in the Gauss Valley. Member of Gauss Valley Associates. from Essays

Pluran - Very old, monotheistic religion that worships a god who intended only pure humans to survive on Jorune. Religion of most humans in Thantier. From Companion: Ardoth

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Compation: Ardoth

POLPEDROTH - Burdothian trading and export city north of Ardoth on the coast, on - border of Essajean Sea and Ardoth Bay. Destroyed by Dobren League in the Energy Weapons War; still rebuilding.

PONTEER - Isthmus connecting Thantier to Drail. Site of ancient ramian settlements.

ponteer - [Rorch-ko] The narrow land.

Ponteer - Isthmus connecting Thantier to Drail. Site of ancient ramian settlements.

PONTEER TRAIL - Rough road across Ponteer stretching from Cerin on the Sea of Cerridus to Dra-eeli on the Kymay Sea, south of West Trinnu Jungle Lands.

POOLS, THE - Former bed of Cryshell River in Es_Wother, often used for small neighborhood bazaars. Warm upwellings of fresh water sometimes occur.

PORT GATE - Neighborhood in Siders District of Ardoth containing the commercial pier and harbor.

PORT OF ESSANJA - City at mouth of Essanja River built to facilitate transportation of supplies inland. C:Burdoth

porta source Transportable generator equal to 25 power cells. Can be used directly or to recharge energy cells at the rate of one cell every two seconds. 550 are believed to still exist on Jorune. from Jorune Earth-tec

porters faint - Disease common in damp areas in Essanja. Noxious gases with faint rusty smell cause a person to lose consciousness on the street. Common to Essanjan stevedores, porters and laborers. Essanjans associate the disease with presence of shanthic demons and refuse to offer aid to a fallen person. from Compation: Burdoth

power cell - Small unit, about the size of a D-cell on todays Earth, capable of producing 500,000 joules of energy. 10,000 are believed to still exist on Jorune.

power clip - Holds ten power cells and attaches to grip of most energy weapons. Permits fast loading and reloading during combat.

power harness - Strength-enhancing framework designed to fit an average human. Gives +3 Strength, -2 Advantage, -7 Speed. 12 hour limit on use. from Jorune Earth-tec

power torch - Laser torch capable of cutting through almost any material. Used to engrave challisks.

P-pile - Passive collector generators from the Earth colony that turn sunlight into electricity. 86 are believed to still exist on Jorune. from Jorune Earth-tec

P-ton - Earth-tec robots designed to lay power lines between colony settlements. 3200 - are believed to still exist on Jorune. from Jorune Earth-tec

pulsar - Earth-tec laser weapon.

punger - Climbing insect from Cushindell Marshes that packs a powerful bite.

querrid - One who gathers information for money, usually for thriddle.

quichum - Wild plant from Sillipus. Cleash use it to make a lubricant which quiets the noise of their joints.

quidillium - Plastic-producing bacterium from Earth colony which survived in the wild, creating sheets of plastic on small ponds. Has been transplanted to Ardoth, where indoor pools duplicate swamp conditions to create growing supply of sheet plastic used for rainwear and uncomfortable, but waterproof, clothing. from Essays

quisys - The solution in which quidillium is grown. from Essays

Raldin Marsh - The area near the ruins of the first Iden fortress, overrun by Cleash in an attack in 652, is marked by stunted growth in flora and fauna. Prolonged presence in the Raldin Marsh can cause a condition called "Porter's Faint" which can mean increasing weakness, open sores, hair loss and ultimately death.

Raldir Jungle – A pocket of the Trinnu Jungle with many of the same creatures and some unique local varieties.

ramian - Tall, blue-skinned warrior race distantly related to lamorri and probable progenitors to thivin. Only thriddle and other ramian can determine sex of an individual ramian. Ramian are subject to chiveer.

RAPPENAT - Area of expensive homes overlooking Cryshell River in T_lane neighborhood of Ardoth.

Rardin River – Winding river that dominates the Westhani peninsula, draining the Raldir Jungle basin and most of the peninsula.

reader - Earth-tec device designed to display or play text, audio or video from a data cartridge. About the size of a standard sheet of paper and 3/4" thick. Has no screen, just a flat, composite surface framed with thumb-sized depressions that serve as controls.

receptor - Molded receiving niche for a maplet.

reco - These advanced genons are artificial life forms from the original colonys science of bio-tec. They are short-lived (anywhere from a few hours to a few years) animals that are genetically designed by an Iscin to fill a specific function. Recos hatch from incupods and are created by programming a cork and placing it into the incupod. Untended patches of incupods in the wild may produce a variety of recos with a variety of defects. Wild recos may include floaters, screamers, biters,

suckers and head chompers, and/or properly formed recos. from Essays

Reco A - Dog-sized creature with four legs and two forward arms, balanced with a long thick tail. Quite intelligent, capable of ranging ahead when walking through woodland or jungle. from Jorune Earth-tec

Reco B - Virtually identical to Reco A, but with less independence for the traveller who does not want his reco running off without him. from Jorune Earth-tec

reco bridge - Reco which grows vertically to a height of five yards and then tips over. The bridge created is very solid and can support a thousand pounds of weight if both ends are supported. The reco dies a few days after transforming.

reco crystal digger - Specialized reco digger.

reco digger - Reco bred to dig for water, minerals, etc.

reco milkshake maker - Experimental reco which soaks up water and then squirts out a thick foamy drink. The drink is high in vitamins and calories, but tastes like Play-Do™. Some are being adapted to provide other liquids.

reco rejuvenator - Reco which can stabilize a creature in critical condition. Injects a long appendage down the throat of the injured individual.

reco volunteer - Reco bred to draw enemy fire in combat or possible ambush situations.

reco waterlung - Reco used to permit underwater exploration for up to three hours. Reco fits itself over mouth and nose of diver and provides fresh and recirculated air.

reen - [Boru] Sorrow.

reener - Childs game of run with the ball. from Compation: Ardoth

REET - Large island in the Assydre Sea. Site of Prince Khodre_s meetings to set up exchange of shirm-eh for daij meat. Allied with Sydra.

REETIAN STRAITS - Passages between island of Reet and nations of Burdoth and Dobre. Waters flow in swirls and eddies at speeds of up to 45 MPH, making voyages dangerous.

reflector armor - Earth-tec defense against Earth-tec weapons.

rehav - Tec-ton that harvests trees and plants new ones. 240 are believed to still exist on Jorune. from Jorune Earth-tec

ren - Food moss grown on shanthic cave walls.

reowla - [Chaun-tse] Flat crugar flute.

Replikins Kinderpods - Reco research and service company with contract to provide lab and start-up services to the Earth colony. Original creators of incupods; - famed for superior incupods.

repulped - One-man Earth-tec flying platform. Maximum speed 60 MPH; 1 hour of operation. Only a few dozen are known to exist. from Jorune Earth-tec

rethis - Bio-tec creature created by busks when an incupod patch is endangered. It is a marsupial-type creature that exists only to transplant incupods from one area to another. It lives only a few days. from Jorune Earth-tec

RHODU - Large port city in Anasan, famed for its wholl and stomeh.

RILIJ - Pathway to the Mountain Crown of Tan-lricid.

rimeen - Limilate which reduces Color characteristic and Moon skills by 15 for one day.

rinis - Human symbolic medallion of battle awarded by a lystra or dharsage.

RIRRIS - City on west face of the Dowtroughs, in Temauntro on border near South Khodre. Military base and source of mining supplies for smaller towns further south. 2nd Ed

Ris Aris - [Boru] Bronth day of observation of Iscin and preparation for his return. On this day (40 Eris), bronth avoid the other races and do no work.

Risec – An aquaculture station of House Pars on the east side of Storell Bay.

RIVER AYLON - Primary waterway of the island of Jasa in the nation of Jasp. Empties into Dowseh Bay between the muadra suburb of Geer and the old Aylon fortress.

rocket pack - Earth-tec device permitting travel at 50 MPH for up to 45 minutes. from Jorune Earth-tec

ROISE MOUNTAINS - Branch of the Liggits bordering Glounda Forest.

RO-OBISS - Large city in Ros Crendor, said to be origin of the Tran_Haddan. Now home of powerful Huston family. Location of a thooh_sa revered by the boccord.

rooseh - [Thowtis] Searcher; sailor.

RORAE SEA - Sea encircled by Anasan and both Trinnu Jungles.

Rorch-ko - The ramian language.

ros - [Boru] Original; first.

ROS CRENDOR - Independent country of the boccord north of the Doben-al. Dominated by brynkwood forests.

rothis-mats - Popular mixture of durlig pulp and sallsa, served as long crispy fritters. from Compation: Ardoth

Rovindbarry – Limilate research station and trade center for House Zunis.

rowah grass - Native grass which slowly raises temperature of objects resting on it, either cooking them or forcing them to move.

ru-baht - [Boru] Larger bronth group, usually up to one hundred bahts.

Rurvi Tchorco - [Rorch-ko] Motto of the ramian: Powerful silence.

rusper - A common drink, like ale.

rusper-hum - Rusper addict; drunk. from Compation: Ardoth

russip root - Underground growth that is the basis for brewing rusper.

Rutterbus Klade - Food service (caterers). Member of Lorgin Klades. from Compation: Ardoth

S_NABLA - City on Assydre Sea in Lusail. Producer of sarla dark wine.

sage - Person appointed by a dharsage who relegates authority throughout a province. First documented in use in the Sobayid Fragment, dated c. 350 PC.

Sage's Bay – The natural bay of Thantis.

sah - Neck gland of the croid, the creatures most vulnerable spot.

SALAM_ARINE - Port city in Gauss Valley at mouth of Agis River. Exports durlig and coditch to northern Burdoth.

salibe - Salu who has given up his ability to be a permanent dweller in water because of his interest in or obsession with humans and related races on the land. They are pitied by their own race, but appreciated as emissaries to the dry world.

salkid - Fifth of the seven basic evids. Enormous and tentacled, with a huge vertical slit for a mouth. Tentacles hit as Staff plus lightning blast. Mouth hits as Bite +3. Can launch any variety of dyshas 3x4d6 times between recharging. from Shanthas of Jorune

SALLAY - Capital city of island of Sillipus.

sallay - [Rorch-ko] Hot windy cove.

Sallecia - Salu chausis which brought energy weapons to Prince Khodre from the rediscovered Earth-tec cache in 3437 PC.

SALLEN - Northern city of Burdoth, near Suh_Larvan Marshes. Known for its clay and ceramics.

sallsa - Large, flat, rippler fish found off Saybah Peninsula. Must be cleaned (leeching out toxins) before being eaten. from Compation: Burdoth

salu - Salt water aquatic race mutated from humans.

salu chausis - Common name given to chausis.

SAMILE, SEA OF - Small sea located west of Suh_Larvan and Cushindell Marshes, and north of Salam_arine. C:Burdoth

SAMPER-LAINE - Lerrin in fields south of Ardoth engaged in durlig farming. Ca

SAMPHER MOUNTAINS - Range across center of Temauntro. Iscin Races

SAN - Island between Burdoth and Dobre that functions as an extension of the city of Sychill.

sankinslan - Flat, leathery native reptile from Dobre. from Compation: Ardoth

Sanster - Milder version of Etton religion. Allows use of Earth-tec. Weekly tithes are collected from members; money is used to support Earth-tec search expeditions. from Compation: Ardoth

sarceen - (SAR-keen) Shanthic device for storing and transmittting information. A teaching machine for isho. from Shanthas of Jorune

Sargus pile - Earth colony station (Super conducting Remote GroUnd Source) for receiving and distributing power to a small settlement. from Jorune Earth-tec

sarla - Dark wine from Snabla, made from pihl berries. from Essays

Sarla - Vintner of S'nabla who created process used in making sarla wine.

sawm - Base unit of crugar metal currency used on west coast of Temauntro. 20 sawm 1 mawk; 400 sawm 1 jawm. from Playing the Iscin Races

sawott - [Thowtis] Punishment." Woffen punishment of marking and nipping at a wrongdoer. The right ear will be cut and when it has healed, the punishment is said to be over.

sawotti - [Thowtis] Exile." Woffen criminal who has been exiled from Lundere or Anasan. They are forced to eat eckgrix root to make them easily recognizable.

SAYBAH - Essle city on Saybah peninsula of Burdoth.

SAYBAH PENINSULA - Peninsula of northeast Ardis province in Burdoth.

Scanchi - Tologran form of the Iscin religion.

scangrid - Earth-tec device that can detect living creatures and other Earth-tec devices. from Jorune Earth-tec

scarmis - Servant race of the cleash.

scash - Small cave salamander. A delicacy of Ca-Desti shantha. from Shanthas of Jorune

scedri cloth - Medical tunic soaked in arrigish which speeds healing as the limilate does.

Schaedir Klade - Paper makers. Member of Lorgin Klades. from Compation: Ardoth

SCOLIA -- City in Lusail province of Burdoth famed for its fine rusper. Mainly a trading center.

Scolian rusper - Particularly fine type of rusper from the city of Scolia.

scope - Earth-tec telescopic sight for improving aim with pistols, rifles, or turret weapons. from Jorune Earth-tec

scrade - Carnivorous creature that lives in underground holes or hangs from trees waiting to attack. They have exoskeletons and produce an abundance of ichor when killed. Also called wasto.

scragger - Carnivorous animal - common to the Trinnu Jungles. Often called teeth on feet, these little carnivores move in groups and will attack almost anything. They weigh about 30 pounds but can double their weight gorging on prey. During the time after a big kill, scragger are very vulnerable.

screeper - Shanthic device which reads shanthic text aloud, including the isho. from Shanthas of Jorune

sculpted crystal - Crystal modified to perform complex functions. Types include crystal of repetition, crystals of exit, drape crystal, inner naull crystal, mappor, and orb crystal. from Shanthas of Jorune

SEA OF CERRIDUS - See Cerridus, Sea of.

SEA OF SAMILE - See Samile, Sea of.

SEA WALL - Working class neighborhood outside walls of Old Aylon fortress in Jasp.

season - Joruni seasons are marked by the 81-day rotation of the moon Du. Each season is informally subdivided into two months by the 40.5 day rotation of the moon Shal. The seasons are crith (winter), eris (spring), mullin (summer), and auss (autumn).

seco-ton - Human-sized delivery robots from the Earth colony, useful for many tasks and capable of maintaining a speed of 40 MPH on level ground. 30 are believed to still exist on Jorune. from Jorune Earth-tec

SEE_ISS - Desert located between Thantier and West Trinnu Jungle Lands. 2nd Ed

See'iss - Desert located between Thantier and West Trinnu Jungle Lands.

SEECRE -- City at northern edge of Glounda Forest in Burdoth. Known for dried meats and hides (pibber, beagre, and thombo).

SELD - Island in Essajean Sea. Claimed by Essejee. Known for kole post-wood.

Selgun – Village along the Trinnu Road, leading into the southernmost Doben-al.

Sella – Retreat of House Iden, near ruins of Phandru Colonial Research Station.

SER system - Subtronic communication (signal emanation/reception) device about 1cm long, designed for large devices where harness systems would be impractical.

serrl - Limilate made from a root similar to arrigeh. It ends discomfort brought on by airsickness.

servareen bar - Self-serve restaurant in Ardoth. from Compation: Ardoth

SETTA - Area in North Cryshell neighborhood of Ardoth.

Sevait Plans – Open, fertile valley between the Sevait Mountains and Dharmoral Mountains in south central Thantier.

Seytra - Sect of muadra who are rumored to run a secret training camp in western Doben-al.

sha - [shanthic] Who we are (i.e., the shanthic race). from Shanthas of Jorune

shadow block - Small, kim-controlled facility for private parties and group gatherings in Thanes.

Shal - One of the seven moons of Jorune, Keeper of the Ancient Order.

SHALWIS - Port city in Temauntro. Iscin Races

shambo - [thivin] Gambling game popular with woffen.

SHAMBO CENTER - Corruption of Shambo Shenter.

SHAMBO SHENTER - Popular thivin gambling establishment open to all races. Located in Southside District of Ardoth.

Shamm Klade - Growers of birl stranded grass for Cushindell silk production. Has ties to several weaving klades. Member of Moether Klades. from Compation: Ardoth

SHANDANE - District of Ardoth named after Sholisian general. Mostly residential. Encompasses Arkin, Clavis, Es_Wother, T_Lane, and Westgate neighborhoods.

Shandane, Learric - Sholisian general who, in 3007, saved Ardoth from demise at the hands of the crugar. A district of Ardoth is named after him. §

SHANDY - Small fishing village near Ardoth. Ca

SHANNAT, THE - Another name for Sho-Ecta. Ca

shantha - Original dominant race of Jorune.

shanthic blade - Ancestral shanthic weapon crafted

from the thailiers of corondon. In the game, shanthic blades offer bonuses to damage.

SHARBEN - Residential area in Clavis neighborhood of Ardoth.

SHARDEN - Realm of tologra at far eastern tip of Voligire.

SHARHARRAS SEA -- Sea to northwest of Drail.

sharley - Cheap food grain unappealing to humans, but common food for thivin. from Compation: Ardoth

SHARRID BAY -- Bay north of Sharharras Sea.

shast - One who serves drinks in a shenter or other illidge.

Shatwire Klade - Ardothian perfume and oil klade in Manser prior to being relocated to Klade Bay in 3366. from Compation: Ardoth

she - [shanthic] Isho equivalent of dhar: great, powerful isho.

SHEERL - Cygran stone meeting circle in northern Temauntro, used for seasonal willage gatherings.

sheerl - [Chaun-tse] Sweet-tasting water.

Shelp Klade - Furniture carvers (including furniture for Dharsages palace). Member of Cassadon Klades. from Compation: Ardoth

Shelpedy Klade - Candymakers (creams; competes with Oriem). Member of Kipkle Klades. from Compation: Ardoth

Shelt Klade - Sail makers. Member of Bohod Klades. from Compation: Ardoth

SHEN, THE - (1) Famous hotel in Burdoth built with wings in most major architectural styles to accommodate all visiting races. Located in Es_Wother neighborhood of Ardoth. (2) A second Shen, built specifically for thriddle when they were permitted back into Ardoth in 3475, is located near Lower Manser.

Shencle Klade - Clock makers. Member of Kipkle Klades. from Compation: Ardoth

SHENDARRI SKYREALM - Private skyrealm used for the Dharsage_s personal Earth-tec operations, experimentation, repair, and storage. Location is secret; it Can only be approached by warp or airship.

shenter - Place where woffen relax, drink, and brag. Usually built partially underground or to resemble a cavern.

sherja - Gladiator; thike fighter.

sherrids - Claws of the scrade.

SHILJA MOUNTAINS - Mountains of western Jasa in Jasp. Natural defense line of Aylon. Name is corruption of _shield._

shirm-eh - Root found in temperate zones on Jorune. Ramian do not heal from injury or disease unless they eat shirm-eh. Not commonly available in Voligire.

shissic - Old term to describe killing of an enemy of human societies. Used only by fanatical patriots.

sho - [shanthic] Teacher; alone.

Sho Copra Tra - Sholari shantha who taught isho powers to Caji Gends.

SHO_LASHTA - Largest shanthic city in Lundere, long abandoned, in center of eastern isthmus. SJ

SHO-CAUDAL - Shanthic name for the planet of Jorune.

Sho-Caudal - [shanthic] Vast fluid body." Isho religion as practiced by shantha.

SHO-ECTA - Area in Stocks neighborhood of Ardoth populated by shantha.

sholari - [shanthic] (1) Shanthic high priest; (2) Guide; (3) Title of the referee for SkyRealms of Jorune .

SHOLIS - City in western Heridoth across Bolpey Channel from Polpedroth.

sho-sen - Common name for the isho wind.

Shouket - Ardothian society of sky watchers." Astronomer Iscins, affiliated with Yetherca, who believe Ardoth is in danger. from Compation: Ardoth

Shoukt Klade - Vintners and winemakers. Member of Bohod Klades. from Compation: Ardoth

SHOULIES - Lerrin in fields south of Ardoth engaged in durlig farming. Ca

Shower of Light - Holiday in Ardoth commemorating the visual display created when caji cast orbs into the sky in 3215 and were answered by a display of meteors. Usually celebrated on 33 Crith with displays from the Gendil Klade of orb weavers. from Essays

SHUKA - Small fishing village near Ardoth. Ca

SHUUL, THE - Hot, barren land that divides Dobre from Lundere. 2nd Ed

shyee - [shanthic] The isholess state; the shanthic concept of death. from Essays

SIDERS DISTRICT -- Section of southern Ardoth that contains the Dich, Dryce, Fisherman_s Quarters, Klade Bay, Lower Westgate, Oiders, Portgate and the Stocks.

sight light - Earth-tec projector that illuminates a target in visible or ultraviolet light.

signature - Isho vibratory pattern, at high end of isho

spectrum, created by a living creature.

SILLIPUS - Island of pirates, thieves, outcasts and adventurers of all realms. Travel is not advised.

SIMBI - Large agricultural city south of York in Heridoth. It has historically been dominated by York. C:Burdoth

simra cloth - Fabric made from fibers of simvra-vintch.

simra-vintch - Plant similar to vintch. Fibers can be used for inexpensive, undyed clothing. from Essays

sirra sloth - Large, heavy, tree-dwelling creature capable of masking its isho signature. May feed on tarro pups. It makes a yawning sound; if someone yawns in presence of a tarro, it may provoke a prolonged outburst of screeching.

siswidill - Purple parasitic worm found in fur of unkempt woffen. Most woffen clean themselves regularly to avoid this pest.

SIV ESTON - Great natural stone fortress in Sharden that has become the center of tologran culture and religious life.

siv-eston - Tologran engraving that carries a personal representation of the Six Principles of Scanchi. A rubbing on paper of the siv-eston is accepted throughout Sharden as the mark of an honored guest (functioning as a sort of visa). from Playing the Iscin Races

skyrealm - Section of land that has torn free of surrounding land because of a buildup of isho-laden molten crystals. Skyrealms may levitate over the spot where they were born, causing permanent shade on the land beneath; follow specific routes over land and sea; or be moved in a controlled course by expert manipulation of isho.

SKYSAEL - Jaspian home port of crystal schooner fleet, located in Shilja Mountains above Dowseh Bay.

slab ammo - Flat metal material melted and propelled from an Earth-tec blaster weapon.

sladregs - Specialized reco from the Earth colony designed to eat mold and other growths from P-piles. from Jorune Earth-tec

slutch - Large omnivore protected by a shell resembling a turban. The shells are popular for fine arts. These creatures need to be near water.

SOBAY - Oldest city in the Sobayid province of Burdoth. Largest supplier of hilc to human settlements.

Sobayid Fragment, the - Handwritten 10-page document on rough paper home-made from simra-vintch. It seems to be a log of humans attempting to cross the Doben-al desert, telling of encounters with thriddle and the birth of monsters after the Great Alignment. The document has been preserved by the thriddle and was presented to Khodre Dhardrenn as a token of Tan-Iricids good intentions toward Burdoth in 3465, on the death of Khodre Allonkarb.

SOBAYID, THE - Arid southern province of Burdoth.

SOBRIN - Area of fair to good housing in Sobrinth neighborhood of Ardoth.

SOBRINTH - Residential neighborhood in Old City District of Ardoth. Comprised of Danes, Hailer and Sobrin areas.

SODRIN - City on Lusail River in northern Burdoth. Infested by beagre.

sogger pie - Local delicacy favored by tribal groups in Glounda Forest. Made from fragrant Gloundan swamp roots from the edge of Lake Elgry and the foam created by taking jeesa from their fetid waters and placing them in clean running water. The smell frightens most people, but Gloundans love it.

So-Gomo, Stanra - Thriddle querrid who let slip to Khodre Dhardrenn the fact that thriddle had known of more Earth-tec that they had not revealed during the Energy Weapons War. This caused Khodre to have all thriddle expelled from Ardoth.

SOITLE MOUNTAINS - Range in Heridoth near Sobayid border and Ardoth Bay.

Sokoth – Village on Azgir Island.

SOMMINT VALLEY - Valley in southern Heridoth.

sonic blade - Earth-tec cutting tool which uses a projected microsonic field to disrupt molecules of the item being cut. +2 penetration, +2 injury. from Jorune Earth-tec

Sonra Tey Klade - Sea merchants. Member of Pesade Klades. from Compation: Ardoth

SOOD - Unclaimed island in Sychill Sea infested with all manner of pestilence and disease.

soor - [Rorch-ko] Trusted one.

SORCLE - Island off coast of Saybah in eastern Ardis province of Burdoth. Inhabited by people of Saybah, who use it as a fishing base.

sorevine - Female lothern. Often used as a riding animal for children. from Compation: Ardoth

soundcam - Earth-tec sound recorder used like a tape recorder.

SOUTH HOMES - Area in Fisherman_s Quarters neighborhood of Ardoth.

SOUTHPORT - Neighborhood in Siders District of Ardoth with many brokerage klades, dry docks, and mending berths.

SOUTHSIDE DISTRICT - New section of Ardoth, constructed after the Energy Weapons War. Comprised of Durris and Vintch Districts. Dominated by muadra and boccord, with some accommodation for other mutant and Iscin races. Law enforcement is not a major concern.

Spallor Klade - Bladesmiths. Member of Hudson Klades. from Compation: Ardoth

speeling - Method by which corastin handle itchy feet: They trample on beagre and mash their toes through the beagres entrails.

S-pile - Smaller version of the HPP power generator from the original Earth colonies. 1300 are believed to still exist on Jorune. from Jorune Earth-tec

spillij - Cheap alcoholic drink made from fermented squeezings of spoji root. First brewed in Rhodu, but most popular with non-woffen sailors.

spiral vine - Native flowering vine which became a symbiant with Earth cotton plants and provided them with additional nutrients, permitting them to survive. from Essays

spirric - Adult form of the giggit larva.

spoji - [Thowtis] Root of the spol plant.

spol - [Thowtis] Common plant found in most wet soils, particularly those with mixed salt and fresh water pools along the coast.

squam - Fruit from Trinnu Jungle with sweet, berry-like juice. Makes a popular non-alcoholic beverage.

Stanring - [Triddis] A regrettable statement, named for Stanra So-Gomo, the querrid who let slip information to Khodre Dhardrenn about the thriddles early unrevealed discovery of Earth-tec caches during the Energy Weapons War. from Compation: Ardoth

star - Common name for a gemstar.

stig - Blue, mosquito-like, blood-sucking, flying insect common in moist areas, including marshes, rivers, water-bearing skyrealms, and lakes.

stimmer vine - South Khodren thorny vine used to separate land and keep crugar from entering territory. Mimics look and feel of barbed wire. from Compation: Ardoth

Stoch Acurr - [Chaun-tse] Sacred scrolls." The journals from Iscins last days, which crugar believe will exonerate them by substantiating the existence of Bomoveris, whom the other Iscin races do not believe had anything to do with Iscins death. from Compation: Ardoth

STOCKS, THE - Neighborhood in Siders District, outside the wall of Ardoth. Location of Ardoth_s stockyards. Contains the Sho-ecta area.

stoma - [Thowtis] Anti-hangover limilate for woffen.

stomeh - [Thowtis] Favored ale of woffen. Those trying to abstain will often notch their left ear.

Storrell Bay – Bay north of Tan-Iricid

Storuli Blade Klade - Blademakers. One of the older Gauss Valley Associates. from Compation: Ardoth

strip - Plastic organizer used to control M-tec and I-tec repair equipment.

STRUDE MOUNTAINS - Southern continuation of the Dantrellas in Heridoth.

stunner - Earth-tec electrostatic shock weapon.

sub-meson pile - Underwater power generation unit from the Earth colony using seawater as a power source and coolant. Some sub-meson piles still function offshore. 6 are believed to still exist on Jorune. from Jorune Earth-tec

subtronics - Earth-tec technology of creating circuits on a molecular level. These look like small globs of plastic with fiber-optic tendrils. They create objects from 5mm to 2cm long. from Jorune Earth-tec

SUH_LARVAN SWAMPS - Large body of swamps and marshes, north of the Cushindell Marshes, - in northern Lusail province of Burdoth.

surveyor - Mutliple-limbed walking tec-ton. Designed for map making and large construction project assistance. 60 are believed to still exist on Jorune. from Jorune Earth-tec

SUSIE_S TAUTHER SHOP - Store in Manser shopping area near T_Haynian and Lelsh, in Old City District of Ardoth.

SUTOR - City between Glounda Forest and Liggit Mountains of Gauss in Ardis province of Burdoth.

Suttema – A mountain village on the north Ponteer Isthmus.

swallic - Native vegetable with hard, crunchy exterior and soft, mushy center. Served deep fried. from Compation: Ardoth

SYCHILL - (1) Part of Ardis encompassing Saybah Peninsula. (2) Coastal fishing city in Ardis province of Burdoth.

SYCHILL SEA -- Sea between Dobre and Burdoth. Southern arm forms Essajean Sea.

SYCHILL STRAIT - Waterway between Dobre and Burdoth. It narrows to 40 miles at some points.

SYDRA - (1) Fiercely independent section of Lusail province which still maintains local customs, music, dress, and separate history. They still don't consider themselves as part of _Lelligirian_ province (Lusail).

(2) City in Lusail province of Burdoth. Known for pickled creshi and balweze. A thooh_sa is here.

SYLS VALLEY - Area between Liggit and Ayns Mountains.

symer - Long, flat genon that is dormant until thrown into water, when it activates, frantically seeks small fish, then inflates with air and drags its catch to shore. from Jorune Earth-tec

synth - 3-D holographic Earth-tec sound generator. Very rare.

T_HAYNIAN - Lower class Citadel worker neighborhood in Old City District of Ardoth. Commonly Called Thanes.

T_LANE - Neighborhood in Shandane District of Ardoth. Comprised of Cryer, Laysis, and Rappenat areas.

T_SULYA - Capital city of island of Reet. Formerly Called Telmin. 2nd Ed

T'san, Salmansi - Sydran leader who took his people out of Elds and into Glounda Forest. §

TAH - Small island off Saybah Peninsula in Sychill Sea. Its coral reefs make it dangerous; it is avoided.

TAH PLAINS - Large coastal plains of eastern Heridoth.

TALLMA - Port city in Temauntro. Iscin Races

TALLOR - Port city of Ros Crendor. Only city in Ros Crendor with accommodations for visiting non-boccord.

TALLOR SKYREALM - Stable skyrealm off coast of Tallor in Ros Crendor. Port for crystal schooners.

talmaron - Flying beast often trained to carry riders. Has no eyes and is dependent on Tra sense. Will not fly if it senses an isho storm approaching.

talumara - Large, thorny floating plant with a crystal center.

TAN-IRICID - Island home of the highest concentration of thriddle.

tanker bin - Accommodations maintained for salu and abucon visitors to the drier climes, such as at The Shen at Ardoth.

TAN-SOR - Thriddle city located just outside the Mountain Crown of Tan-Iricid.

TANTAKKA DHARLERRIN - Dharlerrin in fields south of Ardoth engaged in durlig farming. Ca

TARBERI BAY - Bay on which Hoit is located. It is fed by Turrus River and is a small arm of Ardoth Bay. 2nd Ed

tarro - Small multi-armed creature with a powerful screech that can frighten or at least annoy anyone approaching it. Primary species include pocket tarro (small breed favored as pets by most civilized countries), regular tarro (trained by bronth for hunting and occasionally used as a watchdog), Borkelby tarro (the largest at about 40 pounds; tend to be shy and prefer to avoid conflict), and stiff-backed tarro (chimpazee-sized wild tarro with stiff bristles on its back).

tarro jerky - Seasoned strips of tarro meat. Popular with Gloundan condrij. from Compation: Burdoth

Tarsory - Powerful but eccentric family of Heridoth that has fallen in power over the past few decades. CA

Tarsory, Yan Gizer - Charismatic and eccentric cousin of Khodre Allonkarb. Responsible for Prince Allonkarb's involvement in the war in Heridoth. CA

taser - Weapon that delivers electric shock to target with wires. from Jorune Earth-tec

TASHKA -- Shanthic temple where Sho Copra Tra met and trained Caji Gends. Its location is unknown.

Tauch-kie - [Chaun-tse] Crugar warrior. Usually associated with religious position in crugar society.

TAUCHLIN - Port city in Temauntro. Iscin Races

tauther - Person who has declared his desire to become drenn and started the process of tothis with a challisk from the Hall of Drenn.

tec soup - Canned, pre-mixed ingredients for making I-tec.

tec-gen - Earth-tec device for recharging energy cells.

techindol - [Chaun-tse] Lanced killer." Crugar name for corondon.

techindol pib - [Chaun-Tse] Corondon mouth." Crugar insult: big mouth; one who is always spouting off.

tec-rope - Collapsible rope capable of carrying heavy loads.

tec-ton - Earth-tec robot. These were widely used during the early days of the colony, but over the past 3500 years most have ceased to function or have been lost to damage from ignorance or accidents.

TELMIN - Former name of T_sulya. Site of the ramian defeat in 3472. 2nd Ed

TEMAUNTRO - Realm of the crugar, although northern reaches have been colonized by the more civil cygra. There are few permanent villages and only one Can be Called large.

temauntro - [Chaun-tse] Large land.

Temauntro poison hole - Stagnant water pond found outside Temauntro.

tenter-shines - Musical horns made of brynk hardwood.

Terassi, Hulsan - Tologran dictator overthrown in 2677 PC with aid from ramian.

Terc – Fortress City of House Kovan at the mouth of the Sevris River.

thailier - Corondon claw. Used to make shanthic blades.

thailierian armor - Armor made from the thick skin of the corondon.

THANES -- Common name for T_Haynian neighborhood of Ardoth.

THANTIER - Realm of humans on southern border of the Doben-al. It faces Sea of Cerridus. Citizens are strongly _pro-human_, with the concept of _thone_ for any intelligent creature that is not purebred human, including mutants and the Iscin races. They are also enemies of Burdoth; - showing a challisk in Thantier is not advised.

Thantier - Realm of humans on southern border of the Doben-al. It faces the Sea of Cerridus. Citizens are strongly "pro-human," with the concept of "thone" for any intelligent creature that is not purebred human, including mutants and the Iscin races. They are also enemies of Burdoth; - showing a challisk in Thantier is not advised.

THANTIS - Capital, council city, and major port of Thantier.

Thantis – Treaty city of Thantier, built on the ruins of the City of Pearls.

The Wall - A barrier mountain range along the western edge of the Westhani peninsula.

THELLIT MOUNTAINS - Rugged range of Lundere_s eastern isthmus. SJ

THIB - Island companion of boccord city of Jasp.

thikes - Wrist-bound blades used in arena fighting.

thist - Pibber retain claws (thists) and fangs from their predatory past, but they remeain sheathed unless released by an adrenal dump, caused by a pibber becoming exceptionally excited, frightened or panicked. The manic unsheathing and use of these biological weapons is called thisting.

thivin - Race of musicians and traders. Mutated from ramian.

thivins five - Four of a thing, referring to thivin abilities to do a spectacular trade.

THODI_S BYRITT PALACE -- Thivin fast food shop in Arkin District of Ardoth.

THODIC MOUNTAINS - Mountains that border Thantier on the north. 2nd Ed

Thodic Mountains - Mountains that border Thantier on the north. This is the southernmost range of the Dantrellas that divide Temauntro from the Doben-al.

Tholeds - In woffen lore, superheroes (perhaps mythical) of Ninindrue Plague Slayings, who killed crugar with single sword swings. from Playing the Iscin Races

thombo - Surefooted riding creature that can carry heavy payloads and is capable of maintaining a good speed. Must be dismounted for combat because of skittishness. Considered too common to have names.

thomboc - Thombo trainer; cowboy.

thon - Limilate that adds 5 to a characters Strength for three hours. Overuse can cause addiction and death.

thone - Non-purebred human. Insult used in Thantier against any Iscin or mutant race.

thone – Thantieri term for any intelligent creature that is not pure human. Usually implies inferiority.

Thoneport – Formerly Newport, the section of Thantis set aside for thone and primarily a center of trade for items deemed desirable by Thantieri. Originally a slum, the Thoneport has thrived with new construction to replace old buildings destroyed during the fire of 3457. The influx of cash from thone sources has made Thoneport an important and exciting stop in the itinerary of most traders across the Sea of Cerridus. Once through the Thone Gate, visitors are under strict, human-favored laws, but in the Thoneport life can be rich, luxurious, dangerous and profitable.

thoohsa - [lamorri] Lamorri pyramidal structures. One, at Ro-Obiss, is revered by boccord of Ros Crendor.

thosk - Isho cannon designed by the shantha for use in religious isho displays. Later adapted for use in warfare against the lamorri.

Thowtis - The woffen language.

Threshold Unlimited - Company which marketed diagnot.

thriddle - Language masters of Jorune. These stalk-eyed intelligent creatures gather information and artifacts, and serve as negotiators and teachers for most nations. They know many things the average person does not even suspect.

Thriddle Language Complex - The strange grammar and complex structure of Triddis can carry over to the speakers own langauge, usually causing subject and verb to appear in strange places in long sentences.

throw explode - Earth-tec sonic grenade. from Jorune Earth-tec

THUTUBIN SKYREALM - Thantierian skyrealm noted

for its unstable isho. Constitution rolls are required to keep from getting sick due to the constant pitching and rolling. Also known as _the Weary Vaulter._

Thutubir SkyRealm - Thantieri skyrealm noted for its unstable isho. Constitution rolls are required to keep from getting sick due to the constant pitching and rolling. Also known as "Weary Vaulter."

TIBADI LERRIN - Small durlig farming community north of Khaun Gauss.

tilon - Genon resembling a large, fat worm that produces a mortar-type substance that can be used in primitive construction. from Jorune Earth-tec

tip-tie - Used to fasten bottom of challisk to belt or other article of clothing to prevent challisk from flopping around in an undignified manner.

tirictyve - (teer-IK-teev) [Rorch-ko] Devils guide." Ramian name for dhar corondon.

tithen root - Plant that tastes bad but which holds water. Good for emergencies.

tivis - [Rorch-ko] Festive days of trade when thivin come to town with goods for sale. from Essays

TJ - Cleash capsule: Throw-explode Junior. from Jorune Earth-tec

tla-bro - [Boru] Crystal similar to a naull crystal which can be used by bronth over several decades to learn isho skills in Desti and Ebba groups. Certain individuals can also use it to learn Launtra to some degree. from White Wolf magazine's "Segment Jorune

tla-tlic - Long, narrow spine-fish found off of Sychills coast.

tlesk - [shanthic] Metal.

TLON - Capital of Dobre.

TOCOUR - Area in Arkin neighborhood of Ardoth.

toh - [Boru] Day.

toh reen - [Boru] Day of Sorrow." Commemoration of - bronth civil wars. There are eleven observed by the bronth during the Joruni year.

Tokonia – Village along the Ponteer border. House Kanteh.

tologra - Last of Iscins created races, based on Earth lions.

toor - [Chaun-tse] Trade; commerce.

tootle - Edible worm grilled and eaten in towns and cities outside Cushindell Marshes. from Essays

Torran, Darthis - Chell of Ardoth who fell victim to crugar attack during the Energy Weapons War. He was temporarily replaced by Rhan Harsri. CA

toth - Resident non-citizen of Burdoth.

tothis - Period of Burdothian citizenship application.

tothy - Poor grade of arrigish limilate. The effects do not last long, but it is cheap and readily available in Ardoth.

tower shield - Tall, standing personal shield with -3 to Advantage. from Compation: Burdoth

towma - [Chaun-tse] Soft crugar horn which sounds like a crugar singing. from Compation: Ardoth

T-pile - Tidal energy center from the Earth colony using the power of waves to produce electricity. Some have been lost because of changes in shoreline over past 3500 years. 3 are believed to still exist on Jorune. from Jorune Earth-tec

Tra - One of the seven moons of Jorune, The Warp Maker.

Tra sense - Perception based on ambient isho radiating from objects and creatures.

trail blazer - Earth-tec robot designed to blaze roadways through hostile land. They stand 20' high and are equipped with several lasers and diamond-tipped cutting tools. 1600 are believed to exist on Jorune. from Jorune Earth-tec

TranHaddan - Set of twelve books containing accumulated knowledge and wisdom of boccord, including remnants of Earth colony lore, story of Mayatrish (primary figure of their social reverence), story of thoohsa at Ro-Obiss, ancient lamorri history (source is shrouded in mystery), and dictates of honor that define boccord society. from Compation: Ardoth

translator - Earth-tec device programmed to translate shanthic, croid, Triddis, and Rorch-ko into pure English.

trarch - Human mutation, blue skinned and bestial, found in great numbers in Drail.

trasca - Third of the seven basic evids. Looks like yard-long crystalline stick. Normally hovers in the air, occasionally spinning. Attack is by striking, occasionally accompanied by a power orb blast. from Shanthas of Jorune

TRETHL - The road from Ardoth to Sychill. 2nd Ed

trevice fern - A plant with poisonous leaves. from Essays

trid node Thriddle nose, located to the rear of the creature.

Triddis - The thriddle language.

Trinnu beagre trap - Large, semi-intelligent mobile plant that catches beagre by freezing in one position and leaving its three flower-like mouths exposed at

ground level. A sickly sweet odor from the mouths attract beagre, who are caught by powerful contractions from the mouth they walk into and are finished off as the other two mouths close around them. from Shanthas of Jorune

TRINNU GULF - Body of water separating East and West Trinnu Jungle Lands.

TRINNU JUNGLE LANDS - Two extensions of an ancient rain forest covering most of the western land mass between Burdoth and Sea of Cerridus, and upper half of the Anasan peninsula. The Trinnus are heavily populated with some of Jorune_s most vicious creatures: scragger, cleash, mandare, etc.

tristy - Thriddle eye stalk.

Triwerse Klade - Cobblers. Member of Gauss Valley Associates. from Compation: Ardoth

Trodician Battle Lands – The scene of the only direct battle between the shantha and the Thantieri combined families in the first decade after the Shanthic War. Also the site of several colonial research stations, rumored to hold caches of Earth-tec.

Trodis River – South-flowing river that joins the Ei-Tana River and drains western Thantier.

Troffa - The trarch language.

Trohan, Rhan - Current chell of Ardoth. §

TRoJaX - Trojillian hexaflouride (trade name TRoJaX) induces rapid formation of corks from any bio-tec creature, reducing creatures lifespan to 10% of normal, but increasing normal cork production by a minimum of 400%. from Jorune Earth-tec

trolight - Red and black orbs surrounding shanthic homes. from Shanthas of Jorune

TROSEN - Trosoen fortress city which was located on a small skyrealm above Reet. When the skyrealm fell, the city was destroyed. C:Burdoth

TROSOE - Original name of Lelligire.

tullidge - Stalk plant used for an excellent sugar.

tullidge stalk cream - Type of sweet Oriem cream candy. from Compation: Ardoth

tumbernaw - Thick growth vine which creates several layers. A favored nesting ground for duradon. The red berries are poisonous, but pibber can eat them.

TURRUS RIVER - River that flows out of Glounda, through Hoit, and into Tarberi Bay.

tuttle spin - Thriddle teaching toy: top that teaches motion and energy conversions. from Compation: Ardoth

tylight - Green and blue orbs surrounding shanthic homes. from Shanthas of Jorune

Ubrissa Klade - Groomers (hair, nails, clothiers). Member of Lorgin Klades. from Compation: Ardoth

UDAH - Large city in Dobre. Known for kole and fruits.

Ulthor – Ruins of one of the original colony stations and scene of the most violent action between humans and shantha at the beginning of the Shanthic War. The Ulthor base was the target of a Desti attack, which detonated a store of Earth-Tec power sources destroying most of the base. Wave of energy also passed back through the shanthic warp and destroyed the camp of the red shantha who initiated the attack. It was the first of several interactive disasters.

unteek – a pollinating insect found throughout the farming districts of Thantier.

Untina Klade - Perfumers. Member of Pesade Klades. from Compation: Ardoth

unweave - To dismantle an orb or bolt.

Valagach – City of western Thantier, collecting center for House Khed for the various industries of the west.

VAMDREY - Southernmost city in Heridoth, located on east coast.

Vandas Talons - [Sobayid/Doben-al] Nickname for a unit of the Burdothian military known for its prowess in fighting crugar. from Essays

Velkeno – A village near the source of the Varkis River.

Victory Day - 15 Eris. Celebration in Gauss Valley of defeat of crugar in 2935. Gifts are exchanged. from Essays

ViDrox - Cork to create bio-tec creature that takes the form of a specific object. from Jorune Earth-tec

viewers - Enhanced Earth-tec binoculars.

VINTCH - Neighborhood with heavy muadra population in Southside District of Ardoth. Comprised of Austin, Derrid, Draugna, Othen, and Vintra areas.

vintch - Large cabbage-like plant that closes its leaves during the night. Vintch can serve as safe havens for travellers at night.

VINTEER - Ca - Capital of Voligire.

vinteer - [Rorch-ko] The birthing land.

VINTRA - Area in Vintch neighborhood of Ardoth.

vodra - Airborne, four-tentacled native of Gilthaw ice fields. Grows up to three yards across with muscular tentacles hanging for yards down from main body. Beak on underside tears food drawn up by tentacles. Vodra carry crystals within their bodies that allow them to use isho wind for flight.

Voikron – Trading village of House Kanteh with schools weaving, milling, pottery and tailoring. Located at the mouth of the Rardin River in the Westhani peninsula.

VOLIGIRE - Realm of ramian.

voligire - [Rorch-ko] Strong home.

vosule - [Rorch-ko] Cold water.

VOSULE SEA - Large northern ocean of known map of Jorune.

VOSULE, WATERS OF - Treacherous waters south of Voligire.

warp - Connection between two points on Jorune. Warps are created in warp cells. A warp created in one place will always go to the same destination. Warps will not open in event of severe differences in isho weather.

warp cell - Geographic area where all opened warps relate to a similar area of a distant location.

warp gradient - Complex mathematical reading of relation of a single point to isho conditions of the matching point at other end of any potential warp from origin point.

warp slamming - Emergency shutting of a warp to prevent passage.

warp stabilization - Ability to sustain a faltering warp.

Warp Walker - See Eelshon She-evid.

wasto - Common name for scrade; an insult.

Way of Gends - System of quasi-religious mysticism that surrounds the training of muadra in the use of isho. Calls for responsibility, community service and personal discipline.

weach - Flying, eyeless, blood-sucking creature common to swamps, marshes, jungles, and other moist lands. May lay eggs in losht pods. from Shanthas of Jorune

WEARY VAULTER, THE - Common name for the Thutubin SkyRealm of Thantier.

Weary Vaulter, the - Common name for the Thutubir SkyRealm of Thantier.

Weja – A site of pre-colony ruins of large proportion structures and pyramid.

WESAEL TOWER - Western tower guarding entrance of Dowseh Bay in Jasp.

WEST TRINNU JUNGLE Lands -- Larger rain forest across the Trinnu Gulf from the East Trinnu Jungle Lands.

WESTGATE -- Neighborhood in Shandane District of Ardoth.

Westhani Mountains – A rugged range that is the spine of the Westhani peninsula of Western Thantier. An unfriendly landscape but many low status Thantieri live here.

white mandare - Toothless, but just as dangerous, version of the mandare.

wholl - [Thowtis] Woffen drink which is vile to non-woffen.

whosin - [thivin] String instrument similar to a violin.

willage - [Chaun-tse] Collection of crugar pawms.

woffen - Iscin-created race of intelligent, bipedal wolves.

wolf - Terran stock from which woffen were created. Packs still run free in the wildlands of Jorune.

WOLTON - Area in Arkin neighborhood of Ardoth known for its variety of incleps.

wooc - [Thowtis] Woffen bread.

wug - [Thowtis] Blood-based gravy that is a favorite of woffen.

wurs - Foot-long snake favored as food by Borkelbey tarro and when roasted over an open fire by travellers.

wuth doo - (WOOTH doo) [Boru] Place to relieve oneself; a toilet. from Essays

wuth-doo - (whooth-DOO) [Boru] Parklike area where games are played. Designed for enjoyment and relaxation.

Wygga – Trading center in west central Thantier. Best known for the purity of its Earth-based grains, fruits and livestock.

Yampher Klade - Sail menders (works with Shelt Klade). Member of Bohod Klades. from Compation: Ardoth

Yetherca - Ardothian School of the Ancient City, located in Nemain. This school teaches a conflicting version of Ardothian history as compared to the official state version. It is more accurate in some ways, including some lamorri connections to pre-history Ardoth. from Compation: Ardoth

Yiath Forest – Hardwood forest west of the Kiborlan River. Managed by House Pars.

yiordeh - Private investigator.

Yobreh - Capital of Lundere.

yobreh - [Thowtis] Celebration grounds.

Yobreh Bay - Port bay between Dobre and Lundere. Site of city of Yobreh.

Yods - The lands directly south of York and Simbi. 2nd

Ed

Yogul – fishing village north of Thantis. House Pars.

yord - Local patrol; the police.

yordeh - Lawyer.

yordig - Law.

yordin - Captain of yords, usually commanding eight to twelve yords.

York - Large city on east coast of Heridoth.

Yorkni - The land around York. 2nd Ed

yorliss - (yorlissen, pl.) Judge.

Yucen - The land south of the Yucid Mountains. 2nd Ed

YUCID MOUNTAINS - Range of mountains in southern Heridoth.

yule - Common name for a gemule.

Yurrka - Lerrin in fields south of Ardoth engaged in durlig farming. Ca

Zunis, House – Thantieri Great House of Science and Exploration.



Money on Jorune

The current dominant money of Jorune is the Burdothian Gem. Other nations have other coinage and currency, and an enormous amount of trade is conducted in barter. Trarch require a _trading coin_ to initiate dealings, but when a trarch enters a public market as a merchant, the bribe required for the _trading coin_ is sacrificed in favor of doing more business.

Moneychangers can be found in most large marketplaces, in embassies and unions (banks) in the major cities. The rate of exchange is extremely fluid and charges can be prohibitive.

Gems are equal to approximately $130 and are divided and compounded in approximated units of ten. Variances from true math are linked to tradition.

Approximations in US Currency

100 bits in a gemule
1 Bit =.10
1 Yule is 1.00
100 yules in a gemlink
gemlink $100
10 links in a gem
1 gem $1,000
10 gems in a gemcluster
gemcluster $10,000
10 clusters in a gemstar
gemstar $100,000

Bits are tiny gem disks, cut with Earth-tec torches to reveal bas-relief images carved by students in the Burdothian mint. The profiles of famous Burdothians in recent history are the usual subject and if it were not for the extreme rarity of the Earth-tec torches used in their manufacture, they would be very easy to counterfeit. Bits are cut in 1, 2, 5, 10, 20 and 50 bit denominations and are the favorite form of pay for corastin workers. It is not unusual to see 1 and 2 bit pieces used to replace buttons on toth in Burdoth, and if found on the street many Ardothians will not stoop to pick one up. A bundle of three low grade durlig stalks may be had in most stalls in the market for a 5-bit coin, and more satisfying snacks are usually available for a 20 or a 50.

Gemules and higher denominations are meticulously burned from clear and milk crystal to fit exacting dimensions in the Burdothian mint lathes. The byritt-meal deal is still the measure of a gemule - a hand full of deep fried, spiced durlig chunks with crisped papas and a mug of squam for a gemule. Gemules are made from medium quality crystals cut to show plants of Jorune, the date of issue and the profile of the Dharsage on the reverse. They are manufactured in denominations of 1 (simravinch), 2 (clemensin), and 5 (durlig) gemules.

Gemlinks are a higher quality of crystal and may contain up to 5% of the potential isho of the original crystal. They are covered with the face of a Burdothian animal with a holiday commemoration on the reverse side. Gemlinks are plentiful in singles (thombo/Day Dhandrenn), 2s (krill/Day Jorune), 4s (horse/Day Tauther), 6s (do-odreh/Day Khodre), and 8s (dothibider/Day Shandane).

Doh - six gemlink coins - are particularly attractive with a prismatic laser cut to create the illusion of the iridescent scales of the serpent.

Gems are fat disks, about a third as thick as the diameter of the disk. Each coin offers and exquisite portrait of a famous Burdothian and a major architectural wonder of the Kingdom. They ripple with up to 15% isho within the milky depths of the crystals, and are manufactured in 1 (Drenn Laindra/ Statues of Laindis), 3 (Caji Gends/Ishara of Miedrenth), and 5 (Kesht Ikram/Hall of Splendor) denominations.

Gemclusters are rare, but are large disks of crystal carrying up to 50% of the raw isho of an energized crystal. Clusters are created with convex sides and detailed portraits of the principle personalities of Jorune, including Khodre Allonkarb with a map of the original province of Ardis (1 cluster value); Paul Gauss, Mayatrish and Khaun Gauss with a map of Gauss Valley (2 cluster coin); Prince Aralo and Anasan (3 cluster piece); Kesht Howath with the Doben-al desert map (4 cluster disk); Skywatcher Uloo of Sydra with a map of her homeland (5 cluster piece); Saress and the Khodres, including Lake Dah-ah-deh (6 cluster piece); aging Kesht Salrough Gomo and the isle of Tan Iricid (7 cluster piece); Caji Pel and Jasp (8 cluster piece); Lord Owad and Dobre (9 Cluster Piece), and his excellence Lord Dharsage Dhandrenn Kodre with the current map of Burdoth.

Gemstars are six clusters - a core and five extensions, welded using Earth-tec machinery only available to the Dharsage. The core cluster of the star is a specially minted disk, similar to the usual gemclusters, but with fine portraits of the nine current members of the Burdothian Council, the four observers, and a representation of the signing of the Klein-Khodre treaty, supervised by seer Salrough Gomo at the end of the energy weapons war. Five gemclusters are fused to the central disk in a seamless process the speaks of an unknown type of Earth-tec in the service of the Dharsage.

Because of their isho content, Burdothian money may be cracked to free the bits of resident isho within, but the exact cost of the crystals keeps Burdothian money circulating with infrequent admirations as sources of energy or works of high art.

This section of the document is best viewed in 8 pt. type, 4 column format, margins 0.5, inset .25 hanging indent, left tab 0.25 in., decimal tab 1.6 in.

Jorune Price Lists

All prices are listed in gemules. Each price is average for one or per day unless otherwise indicated.
*Independent negotiation for each job or item. **Illegal in Burdoth.
***25% to klade; food and lodging provided by klade.

Income

administrator
- large business....50
- medium business....20
- small business....16

ahdis, circuit....15
- street 10

aide to council member....40
animal groomer....6
animal trainer, hired....13
- per beast....*

apprentice, non-klade....9
archer....24
barber/beautician....14
bartender....15
beaster By animal type....*
beggar (daily average)....3
brewer (rusper)....14
butcher....20
- apprentice....14

caji guard, expedition....100
- expedition, many dyshas....200
- to the dharsage....50
- private**....30

caji student....no income
captain, airship....45
- sea ship....40

carpenter, hired....13

cabinetry, finish work....20
cart driver (city)....18
clerk, dharsage....50
private....15
cloth maker....9
clothing designer....25
cobbler....12
companion (night)....40
condrij....50
cook, fast food....12
- private family....20
- restaurant, nice....25
- restaurant, small....15

corastin guard***....10
- porter***....5

craftsman....12
daijic, crystal....20
- daij** 45

dancer (street performer)....5
- troupe member....9

digger....8
durlig puller....13
dyte punk**....*
entris, beginning....5
- experienced....18

fadri....30
farmer....15
fisherman, hired....10
- self employed....16

florist (thivin kiosk)....25
flower seller....8
food kiosk clerk....6
- owner....25

gardener, private family....16
- public....12

githerin, klade***....15
- non-klade**....12

guide, independent....10
- official city....15

harvester....10
hishtin....100
Iscin, bio-tec....40
- Earth-tec....70
- outdoor....60
- practical; classics....20
- translations....20

jer (per leg of journey)....100
jeweler....20
kim member (honorarium)....5
kimit member (honorarium)....3
klade apprentice***....1
- laborer***....7
- master***....25
- workman***....12

learsis....25
marine....18
miner....8
mover....11
musician (street performer)....6
- troupe member....10

oiler....10
palace guard....25
perfumer....10
querrid (contract)....20
sailor....7
scribe....15
seamstress/tailor....25
- apprentice....18

secretary....20
servant....7/*
shadow warrior....100
shast....22
sherja (per fight)....20
singer (private event)....15
- (street performer)....8

soldier, Burdothian....30
- private....18

talmaron cavalry....22
tanner....12
teacher, copra....15
- dysha....35
- school, advanced....25
- school, introductory....15

thomboc....14
thriddle calculator....25
- informant....*

trader....18
vintner....20
weaver (factory worker)....12
- fine art....45
- rug....10
- tapestry....11

yiordeh (plus expenses)
- beginning....30
- experienced....60

yord, city or kim....20
- private....15

yordeh, beginning....30
- experienced....80

Special knowledge or skills may permit you to negotiate for higher pay.

BOUNTIES

Bounties on pests (e.g., beagre or wasto) are local affairs and are subject to willingness and ability to pay. Bounties on diyordeh are far more profitable and are up to the sholari's discretion.

HOUSING

1 rm cabin (Spartan)....1,000
3 rm (average)....4,000

5 rm (working class).....10,000
8 rm (comfortable area).....30,000
12 rm (private comm).....500,000
shop
large, 2-story, 4 room shop (with apt over).....600,000
sales kiosk.....2,000
small, 1-story, 4 room shop.....100,000
furnishings (per room)
average.....200
comfortable.....500
fine.....1500
lissen slate (sq. yd.).....4
plumbing, indoor.....add 4,000
windows (per room)
crystal.....add 20
glass add 2,500
rent (per week)
2 rm (dangerous area).....8
2 rm (working area).....15
4 rm (comfortable area).....60
8 rm (pvt. community).....200
Lodging (one night)
classy inclep.....100
comfortable inclep.....40
common hall.....4
desperation inclep.....2
scroungy inclep.....15

FOOD & BEVERAGE

apple.....3/100
biffid.....4
birch bulb (12).....1
byritt.....1/10
byritt bag (w/crisps and squam)..1
cankle, hard.....150
cankle, soft.....100
coditch (pound, prepared).....2
coditch (pound, raw).....1
creshi (pound).....5
creshi, pickled (pound).....10
crethin (3 oz).....200
durlig (pound).....5
gerrig (pound).....2
giggit larvae (pound).....300
giggit, prepared (pound).....2,000
gunther burger.....2
haspill.....1/10
jorbus crisps (3).....4/10
kayedi (pound).....1
mallmis (cup)
Ardoth.....20
other locations.....1
mathin (cup).....200
Oriem creme candy.....2
potato (pound).....2
ration (1 week, bleah).....20
ration (1 week, yeah).....40
rothis-mats.....20
rusper (cup).....8
rusper, Scolian (cup).....40
squam (cup).....4/10
stomeh (cup).....2
swallic.....1
sweet roll.....2/10
tarro jerky (strip).....1/20
tip on meal.....1-3
wholl (cup).....3
wug 'n' wooc.....4

ANIMALS

biffid fish.....2
bochigon.....15,000
busk.....20
chicken.....20
dharmee.....20
dothobider bull.....17,000
dothobider cow.....7,000
horse.....60,000
incupod.....200
lothern bull.....7,500
lothern cow (sorevine).....2,800
pibber (food).....10
pibber (pet).....20
moth larva, Cushindell silk.....45
talmaron.....12,000
tarro.....2,000
tarro, pocket.....200
thombo.....5,000

TRANSPORTATION

boat, small.....400
cart, thombo.....400
chariot, horse (combat).....400
thombo.....250
grounding spike, thombo.....5
litter 300
lothern carrier.....150
palanquin.....500
saddle, bochigon.....200
horse 100
lothern.....150
talmaron.....200
thombo.....200
saddle bags.....35
salu chausis.....*

PLANT

ambri (pound).....3
arrigeh (pound).....100
coditch.....1
cotton.....8
simra-vintch.....6

CLOTHING

apron, ceremonial.....25
work 10
boots, daily wear.....15
marsh.....45
travelling.....25
cloak, daily wear.....20
heavy travel.....45
fur.....*
hat, cotton cap.....8
felt.....12
jer.....10
long-scarf.....1,000
sandals.....10
sash, decorative.....20
kim.....35
kimit 25
military.....15
toth.....4
slippers.....20
suit of clothing, cotton.....18
cotton, tailored.....40
cotton, thermal.....25
Cushindell silk.....30
Cushindell silk, tailored.....60
drenn200
Iscin 500
kesht 1,000
kim member.....500
simra cloth.....12
simra cloth, tailored.....25
simra cloth, thermal.....18
tauther.....30
toth.....20
yordeh.....500
yord 75
yordin.....90
tip-tie.....50
undergarments, cotton.....9
silk.....12
simra cloth.....6

SERVICE

Challisk, clean 10
mark 100
Recharge Earth-tec
attack cell 300
function cell 100
power cell 1,000

JEWELRY

anklet 15
bracelet 35
brooch, decorative 50
badge of office.....35
buckle, kim's 100
earring 4
necklace, decorative 50
badge of office.....35
ring
10

MISCELLANEOUS

bed fur 40
book (hand copied) 500
candle (large).....
.10
flatware (utensils and plate).....4
flint and steel.....5
glasses, reading.....80-200
grooming brush 3
journal (printed).....5
lantern 35
oil 5
lock and key 25
lockpicks 25
magnifying glass.....1,000
mirror, large, wall 1,000
small, hand 400
pavillion (30x30) 1,000
perfume 50
pick
5
rope (5 yards) 20
shovel 15
skin, clemmisin 100
do-odreh 100
locure.....3,000
lothern.....25
thombo.....15
spikes and hammer 15
telescope.....7,000
tent, 4-person.....200
personal 30
thriddle library (afternoon).....10
torch 4
writing desk (travel) 10
writing paper (50 sheets).....2
writing pen and inkpot.....2
writing pencil 1

CONTAINERS

backpack 15
small 9
barrel, cask.....2
hogshead.....15
keg 5
basket, cargo.....12
large 5
small 2
box, cargo (wood).....20
large 12
small 5
chest, metal (small).....50
wood 20
jar, ceramic.....3
glass 15
money pouch, ornate.....10
simple.....2
sack, burlap.....2
cotton 8
cotton, tiny.....1
vial, ceramic.....3
glass, leather bound 15
water skin.....5

LIMILATES

ambreh (cup) 100
arrigish (cup).....100
awthew-tie (dose) 5
daij** (oz).....2,000
doul (cup) 1,000
gawdieth (dose) 3
goseen (week's dose).....15
halcen (dose) 10
hilc (cup) 50
keether 1,500
poison kit (treats 10 bites).....20
rimeen (cup) 600
scedri cloth (6).....200
serrl (cup).....20
shirm-eh** (4 oz)
Burdoth 2,000
other locations 200
stoma (dose) 8
thon (cup).....200
tothy (cup) 50

WEAPONS

arrows (10) 4
axe 250
battle axe 600
bola 300
bolts (12) 10
bow 200
bow, long 350
cleash capsule
- blinder 600
- cold 1000
- fire 1,500
- flare 100
- food odor 600
- knock-out 2,000
- repel 300
- smoke 200
- tangler 200
- TJ 2,000

club 40
- corastin-sized 90
- trarch-sized 60

crossbow 400
- heavy 650

halberd 700
knife 200
mace 1,000
machete 900
morning star 1,500
pike 450
shanthic blade, +1 70,000
- +2 150,000
- +3 300,000
- +4 500,000

sis-ganj 800
sling 100
spear 600
staff 50
sword, boccord 1 handed 5,00
- boccord two handed 7,000
- hard 15,000
- one handed 3,000
- thivin made add 500
- two handed 4,000

thikes (pair) 100
trident 650

ARMOR

carapace *
clemmisin 150
crudge *
crystal 200,000
deflector 20,000
E-rep 50,000
leather 100
locurian grunder 15,000
M.A.S. 250,000
ring mail 1,000
shield, tower 600
- wood 100
- wood and metal 500

thalierian 35,000

EARTH-TEC

aerator (basic) 400,000
alert pod 20,000
attack cell 5,000
binders 5,000
blaster pistol 200,000
breather 5,000
comlink 2,000
field ram pistol 100,000
force wall 300,000
function cell 2,000
gas filter 1,000
glider 10,000
HPP 4,000,000
laser pistol 150,000
locator 2,000
power cell 10,000
power clip 100,000
power harness 120,000
power shield 200,000
power torch 100,000
pulsar pistol 150,000
receiver-transmitter 20,000
repulped 400,000
rifle 1.5 x pistol cost
scan grid 100,000
scope 50,000
sight 5,000
sight light 5,000
slab ammo (blaster) 3,000
sonic blade 120,000
sound scope 3,000
stunner pistol 100,000
translator 200,000
tec-rope (10 yards) 4,000
throw explode 200,000
turret 3 x pistol cost
viewers 10,000

SHANTHIC

cle-eshta 5,000
flight vest 250,000
sarceen 20,000

CRYSTALS

boc rod 50,000
Desti (red) (3 oz) 20
drained (clear) (pound) 500
Du (orange) (3 oz) 2,000
Ebba (yellow) (3 oz) 5,000
fire (needled Desti) (30) 2
Gobey (black) (3 oz) 4,000
Launtra (green) (3 oz) 1,000
powdered mix (1/4 cup) 200
Shal (blue) (3 oz) 3,000
Tra (white) Isho X 200

Racial Summaries

Races

Not all of the races of Jorune are available as player races. Because fo the problems of game mechanics and balance, certain races have been relegated to the area of NPCs (Non-Player Characters). The available player races in Jorune are shown below.

You are free to choose any of the shown player races and apply the set of racial characteristics to the development of your new player character, following the modifiers, restrictions, bonuses, and penalties as shown below. There is no "best" race – some races are better able to handle particular situations than others and most races have some area of inability.

Racial Notes

There are a number of races you will encounter on Jorune. This is a summary of the known races (never close your mind to a new idea) and the races which can be chosen as player races are indicated with (PC - Phase #). This is Phase 1 of the listing.

ACUBON (PC - PHASE #3).

Acubon are a fresh water human mutation found in the eastern waters of Lake Dah-Ah-Deh. Their language has been simply called Acubon. They are quiet, secretive and hold Revealing family information as a betrayal to their tribe. They have no known religion but are very environmentally sensitive and do not take well to strangers invading their territories, but seem to live in harmony with several of the neighboring Blount family groups. They must keep moist or they will die from rapid dehydration. Acubon possess the secret of coleels, a opal-like gemstone infused with an inner fire that captivates all who see it..

BLOUNT (PC - PHASE 3).

Blount were the first of the Iscin races and share the waters of Lake Dah-uh-deh with the Acubon and merchants who trade along the shores. They speak Ablanth and consider the adoption of human customs to be offensive, although many blount have become successful in service and bar-tending work. They do not Worship Iscin, but revere him as the race's creator, and also honor Mayatrish, who taught tolerance for all the races of Jorune. They carry containers of a noxious mixture call Malthin, which can serve as an intoxicant for blount, or a vicious stink-bomb against their enemies. Like the Acubon, they must keep moist to survive and in hot climes maintain "wet beds" - barrels of brackish water - at their workplace and their homes.

BOCCORD (PC - PHASE 1).

A robust human mutation that now calls the old Bronth homes of Crendor as their home. Ros Crendor (ros in Boru means "original") is a source of great pride for the boccord, home of many shanthic ruins and a large thoos-ah near Ro-Obis. Revealing the details of Ros Crendor's society is sure way to lose kri - the personal and family honor that boccord revere more than all other concepts. Boccord do not tolerate immigration by non-boccord, but travelers will be allowed for

brief periods in certain coastal cities. Older boccord may develop exceptional isho interference skills, becoming Hishtin, advanced dysha teachers.

BRONTH (PC - PHASE 2).

A later Iscin race based on Terran bears, the bronth have built their home in Dobre, Yobreh, Crendor and the Hobeh. Their language, Boru, shares many characteristics of Woffen Thowtis and each can understand about half of the others language. Bronth enjoy festivals, games and set a side special days for the memory of Iscin, his death, the great wanderings and other sorrows. The bridge at Yobreh harbor is one of the great wonders of Jorune - nearly fifteen miles long with arches to allow the tall masts of sailing ships to pass beneath. A light burns in a great stone lantern at the seaward apex of the bridge and small replicas of the bridge or the light are shared among the friends of many Bronth for celebration of Day Iscin. While burdened with poor sight and poor hearing, their sense of smell is acute and their compassion for other races is unexcelled. Bronth founded the Green Order, a society of healers comprised mostly of bronth and muadra, to offer services to the sick and injured. They never demand a fee but survive quite well on donations. It was the bronth entry into the Energy Weapons War that prompted the final success of the negotiations started by Salrough Gomo.

CORASTIN (PC - PHASE 3)

A servitor race of a lost invasion fleet, the Corastin live in many swamps, marshes and have become a familiar resident of many large cities. The physical restrictions on their use of language should not be taken as a sign of low intelligence - many corastin understand many languages and in the company of an interpreter (entris) someone could be surprised with their knowledge. Corastin are very sensitive about the value of their work and prefer to accept payment in bit-coins, rather than receive a few coins of larger value. A corastin will not tolerate an insult on the quality of his work or the value of his word. If a corastin holds you in special esteem, he will worry a large scale from his back or shoulders, and present you with the still bleeding part of himself. Admiration is expected, as well as elevating the scale to a position of honor (at least in the Corastin's presence), and no other repayment is expected.

CRUGAR (PC - PHASE 2)

Crugar, the second Iscin race hold the vast plains of the Temauntro as their home, but have always desired possession of Gauss Valley, where Iscin, at his remote lab first gave them life. Crugar have invaded Gauss Valley many times in the last 3500 years, and have been driven off into the Dobe-al desert, which divides the Temauntro from Gauss Valley. The society is largely nomadic with only three recognizable cities in the western Temauntro. Family groups or pawms prowl the plains in an eternal hunt and groups will frequently war on each other for better hunting territories. The crugar are driven by a fanatical worship of Iscin and treasure anything of his artifacts. Chowndra, the first crugar, killed his creator in a confrontation with the anti-thone prototype Karl Bomoveris. On Iscin's death, Chowndra and his brothers and sisters took the rest of the Iscin races away from Gauss in a saga still called the Great Wanderings. Crugar share their language, Tchuan tse, with the Cygra.

CYGRA (PC - PHASE 2)

Cygra are a variant of the crugar and are believed to be the race Iscin was hoping to create. In several writings he mentioned how disappointed he was with Crugar. Cygra have longer, paler fur than their crugar cousins, have a slightly better temper and have worked their way into the fabric of human society in Jasp, as well as settlements in the North Temauntro and western Khodre terri-

tories. They share their cousin's language (Tchaun tse), are slightly less fanatical in their devotion to Iscin, and can run on all fours when required.

HUMAN (PC - PHASE 1)

Look down. See you? That's a human just like the one's on Jorune. Humans have established several realms on Jorune, from the cosmopolitan society of Jasp in the north, to the fanatic human-only society of Thantier in the south, with the nations of Burdoth and Heridoth in between. The language has evolved over 3500 years into "Entren" but some scholars can read and write various Earth tongues as a classic lanuages. Humans are identified by the genetic locks on Earth-tec weapons and devices. In the hands of a true human a piece of Earth-tec will power on and allow its use. A broken or modified Earth-tec device will sometimes activate for a non-human or a human variant, but that is not a circumstance to be counted on. Earth-based humans have the same variety of mood, skin, hair and intelligences as their ancestors on our world. While some Earth religions survived, usually preaching Jorune as God's punishment for leaving the home prepared for man, most humans share a mystic view of the Isho of jorune - the Sho Sen. At death the bodies are burned to "release" the soul into Sho Sen and the ashes are returned to the soil.

MUADRA (PC - PHASE 1)

Muadra are a small human variant which can be found in most human realms except for Thantier. They spent generations as an easy target for abuse by other races until the Caji Gends discovered that muadra had a mutant ability to manipulate isho and learned the secrets of isho weaving from the shantha Sho Copra Tra. The discovery of isho abilities and the rise of the militant Maustin Caji created a great deal of fear of muadra. To this day, Burdoth maintains a corps of diajic - isho-police - who use the isho charged flesh of the daij fish to see isho concentrations. A few muadra also serve as daijic in the Ardothian force, but are looked down upon by their kinsmen. Muadra have faired best in the trading nation of Jasp, the restructured Burdothian Empire under Dharsage Dhandrenn, and with the caravans of the Doben-al. Since the rescue of besieged woffen by the Maustin Caji in the Gauss Valley, where invading crugar attacked hospitals with woffen plague victims, the woffen and muadra have shared a special appreciation of each other's culture and muadra-woffen partnerships are not uncommon.

SALU (PC - PHASE 3)

The salt-water variant of humanity can be found in most coastal waters. Salu are excellent shipbuilders and the fastest sea vessels on Jorune come from the Salu shipyards. While making solid and watertight ships for other races, salu make their own ships open tot he water with crew and salu-passengers riding the keels and outriggers. Cargo on a salu vessel is carried high on a special deck constructed for the purpose and delivery times on the salu chausis is the shortest. Their language is related to the Acubon tongue, but the salu spend little time in contact with their fresh-water brethren. A salu can lose all of his or her aquatic ability if left on dry land for too long. While it will not kill them outright, the condition is permanent and the afflicted dry salu are known as salibe.

THIVIN (PC - PHASE 3)

A mutation of the alien Ramian, the thivin appeared for the first time outside Voligire less than 300 years ago. In that time they have proven themselves adapt business people with great personal industry, family group production, and the shrewdest merchants on Jorune. A "thivin's five" is four, etc. Every thivin will either be able to do business with your directly, or has an uncle or a cousin who just happens to be in the business you

are looking for. Thivin swords are second only to shanthic blade for workmanship and quality. Because of their interest in trade, they have bonuses with almost any race they encounter, but because of their upbringing are not well schooled in the arts of war. Thivin can be found in most major cities and manufacturing enclaves in rural regions. They also run or partner with most of the caravans travelling Jorune.

TOLOGRA (PC - PHASE 3)

The last of Iscin's Children - interbred with human and the big cats, tologra males sport lionesque manes, are quite strong, have a chance of activating Earth-tec weaponry, and have some isho weaving abilities. Long thought to be a legend, Iscin's Lost Race appeared in Ardoth three years ago with a small trading mission. They have penalties to interactions with many races, are not generally trusted and have yet to find their way into the mainstream of Jorune society. Their homeland Sharden is seldom visited but a new leg of the Jaspian airship fleet has included Sharden in its regular air service, which may bring changes. Their language, Hotha, is so far removed from the other Iscin tongues that very few people have learned it, and Tologra are still learning Entren. Their indulgences in sensual pleasure has lowered them in the eyes of the more established races.

TRARCH (PC - PHASE 3)

Trarch are a brutal human mutation with strongly muscled bodies and pale blue skin. Tusks grow from the lower jaws of both males and females, giving older members of the tribes extra weapons, should they be needed. Trarch speak Troffa and use their heavy war-clubs to emphasize their statements and to indicate that they want the floor in the discussion. Trarch live on the mainland and islands of Drail, but will travel great distances to trade. Trarch require a bribe - purchase of a trading coin - to open discussions with them. The bribe can be a bauble, a tool or a favor. The Draili Trarch worship shanthic and Earth-tec artifacts and, from the detail shown in their wood and stone carvings of the objects, they may have first-hand knowledge of some relic sites.

WOFFEN (PC - PHASE 2)

The creation of Woffen from human and wolf genetic material, after the disaster of the Crugar, pleased Iscin, and woffen feel a very comfortable superiority to the crugar. Woffen will seek out crugar to start fights and it is not unusual to come across a band of young woffen travelling across the empty wastes of the Doben-al on their way to or from crugar battles in Temauntro. Woffen will gravitate toward muadra when they find them, and the two Woffen females have problems bringing pregnancy to a successful conclusion and all pups are considered the responsibility of any adult Woffen who may be around. Treating pups to treats and gifts is a good way to work your way into a new Woffen group. Woffen have a very human temperament with most thing, but have a particular weakness for strong drink. Woffen outcasts created by uncontrolled drinking are shunned as "authew" and a culture of anti-drinking is strong in the woffen lands of Anasan and Lundere. Woffen are brave and, if you earn their respect (or pay well), loyal. Hundreds of woffen work as sailors to get from one land to another, just to satisfy their longing for adventures. The woffen language of Thowtis is very similar to Boru and bronth and woffen can often communicate well with no training in the other's language.

Races You Will Not Play

Jorune is a strange world where several races have learned to share the world. Some will be available for you to play in the game, and other ... you will simply encounter.

There are secret knowledges to each race, but there is a level of public knowledge, also.

THRIDDLE

These pear-shaped, stalk-eyed aliens are the language masters of Jorune and brokers in a wide variety of knowledge and artifacts. Their fortress island of Tan Iricid houses a great museum with far more information about the past of Jorune than many people expect. Thriddle are born through a mating process never observed by the outside. Every five years a new crop of thriddle babies arrive and the Thriddle find it impolite for you to ask. Thriddle may instigate some of the greatest intrigues on the planet, but few have the stomach for a fight. When frightened they will involuntarily relaase a foul stench through their "trid nodes", located on the top rear of their pear shaped bodies. Some thriddle have learned enough isho skills to be "fadri" - instructors. They will give you half an answer for each question you ask, and maintain a series of Thriddle centers around the planet - always a good place to stop for some information, or a job (check the board at the Thriddle Center).

SHANTHA

The recognized original inhabitants of Jorune, the eyeless shantha are an object of terror or awe for the other races. They are not dependent on their personal isho levels to weave massive dyshas, or create new isho constructs on a whim. They prefer walking through warps to get where they want to go and will only be seen in other forms of transportation for special reasons. Shantha live underground and belong to one of the seven Lih-al by birth. Their underground cities are usually built where a skyrealm is about to break free of the ground - shantha stabilize the birthing skyrealm and create homes and civic centers in the huge caverns opened beneath the crystal rich mountains. Shantha see by isho and can observe you without facing you, which can unnerve some travellers. Ud Sho Gobey is the current speaker for the shantha and lives with a resident tra-shantha in Ardoth. Desti is an island west of Temauntro where shantha kept the old ways. Travelers are not forbidden, but no provision is made for those requiring non-shanthic foods.

RAMIAN

A fierce race of blue-skinned warriors who undergo periodic changes of temperament and body. During times of chiveer, assumed to be a mating bloodlust, boney spikes appear over the Ramian's body and their ability to resist the impulse to kill cannot be suppressed. They will attack with their great stone swords with a gusto unknown to other races. The ramian who is able to withstand his or her own blood-lusts may wear a circlet of distinction and will explode veins on the sides of their head, incidating the depth of the struggle to retain _chiven-rachu-eh_, or master of one's self. Oddly, there are records of heroic and admirable ramian, though most members of the general public may not believe that such a thing is possible.

CLEASH

Huge, beetle like denizen of the Trinnu Jungles between Burdoth and Anasan. Cleash have been spotted in other areas of Jorune - the plains of Western Temauntro, the ice fields of Gilthaw, or the wastes of the Doben-al. Periodically clean have attacked Tan Iricid, home of their blood enemies, the thriddle. Cleash produce egg capsules from a special orifice in their abdomen, which can be created by the conscious control of the cleash to become throw-explodes, smoke, acid, blinding flashes of light. Cleash control Scarmis as their personal servants, apparently by chemical codes released near the scarmis. Cleash will also _fry_ their own eggs to create a type of money that is highly prized - _cleash eggs_ are transparent pods about eight inches long and three inches wide, often amber or pale green colored, in

which the translucent embryo of an unborn cleash can be found. As a barter item, _cleash eggs_ are valuable, although the upper society of the civilized realms consider them proof of the cleash inhuman disregard for life.

SCARMIS

A tall and slender race of servants to the cleash, scarmis resemble the praying mantis of lost Earth. They are fierce fighters and when encountered away from their cleash masters, quite docile. A few free scarmis live in Ardoth and regularly win beagre-hunt competitions. Their language is difficult and their usual greeting is _Please wet me down_ and the proper greeting by most non-scarmis to scarmis is _Please DON_T wet me down_ Scarmis often cultivate a slender reed like tree which they rub up against, but do not seem to eat.

LAMORRI

The very lucky may know about the Lamorri. They were an invading force that came to Jorune a thousand years ago and temporarily enslaved the shantha. The Eelshon-she-evid is a Shanthic representation of the Lamorri, as are the Lamorrid evids. Lamorri brought ramian, croid, corastin, and thriddle as their servants, and the cleash came with the Lamorri as their partners. Somewhere out there the Lamorri may still exist. After fifty years of enslavement, a Ca-Desti known only as The Desti, rose up to expel the Lamorri. The Desti built isho-cannon that shot a lamorri ship from the sky and he created a whole new war technology to use against the invaders. The lamorri left, abandoning their slaves and their partners, and have not returned. Yet.

Merged Jorune Timeline

by Joe Adams, Sholari James Mansell and George Hammond

By Andrew Leker, Joe Adams, James Mansell

This timeline is a mixture of Skyrealms' original Timeline, as supplied in the Sholari Pack and my own timeline. Nearly no changes have been done to the original Timeline with the exception of the Great Wanderings of the Iscin races that has been altered. Important dates for realms and other cultures [See *Spread of humanity*, *Thantier*, *Ros Crendor* and *Khodre* essays for details.] have been added as well as some important dates for cleash, ramian and thriddle.

Before the Earth Colony

-3100 BC The First Shanthic War begins.

-2100 BC The Great Shanthic Wars end. The seven sects are established along genetic lines and isho affinity.

-2000 BC Ca-Tra create first cle-eshtas.

-1900 BC Ca-Gobey begin building the great cities.

-1800 BC Elip ston created as a religious artefact by Ca-Shal.

-1780 BC Keeper rods developed by the Ca-Du sholari.

-1610 BC Lamorri exploratory ship arrives.

-1596 BC Lamorri armada reaches Jorune. Cleash arrive as partners in the conquest and bring scarmis as their slaves. Ramian arrive as servants to lamorri; corastin, croid, and thriddle arrive with lamorri as slaves. Thriddle are sent into the field for research and a five year program to understand the shantha and the strange power of the planet – the isho. Jorune is judged desireable and orbital bombardment heralds the beginning of a full invasion.

-1586 BC Last organised shantic resistance is crushed and the whole populations of shanta are enslaved, but the Eelshon survives and withdraws to Delsha, which was considered unattractive to the invaders. Thriddle discover that the native plant keether, when mixed with the moss shantha eat, cripples the isho ability that the Lamorri found offensive. It was not known that the shantha had military application of isho.

-1520 BC The Isho Geogrphy program reveals relatively isho-free areas in what is now southern Temauntro, the Doben-al, Hobeh and Volligire. Excessive levels of Desti dominate the Temauntran pampas, Ebba is dominant in the western Temauntro and Shal is almost completely absent in Volligire and Eastern Drail. Other concentrations of other Isho are mapped around the planet.

-1518 BC Lamorri Isho Geography Program begun. The Doben-al is eventually chosen as a prime site for thooh'sa construction. Free shantha on Delsha continue their consideration of the proper response to the Lamorri invasion.

-1515 BC Process for the artificial creation of skyrealms started by Lamorri. Shanthic cities are destroyed beneath harvested lamorri skyrealms in Western Temauntro. Plan to enhance natural skyrealms begins.

-1510 BC Harvesting of forced skyrealms scars the plains of the Temauntro as Lamorri transfer the small skyrealms to ships for transport to the Lamorri homeworld in an effort to use isho as a power source. The Eelshon devise new evids to fight the Lamorri, concentrating on a new weaving – the Eelson She Evid – which used the Lamorri image as the face of their weapon.

-1500 BC Lamorri Doben-al program begins.

Completion of the great Doben-al thoo'sa to house the Lamorri designated ruler, the Khe-Lamorri.

-1479 BC – Eelshon debate on Lamorri ends with delivery of an order of expulsion to the headquarters in the Doben-al. The Ca-Du who deliveres the decree is vaporized by the Khe-Lamorri orders the extermination of the shantha slaes. Thousands of captive shantha are murdered, the ca-Desti have moved isho cannon – tlosks – to launch battle flows of isho against the Lamorri, Cleash, Bochigon and slave races. Several Eelshon She Evid are created to fight the slave troops, towering over the armies with the face of the supposed masters.

-1478 BC – Khe-Lamorri is killed in an isho attack. Lower functionaries order a retreat. Several ships are ordered from orbit and shot down by the Ca-Desti weapons while other lih-al wage war with small groups of Lamorri, co-rastin, cleash, scarmis and ramian forces. Ca-Du imprisons thousands of animals and Lamorri troops in keeper rodes, which they transfer to the crypts beneath the Sydran swamps in present day Lusail. The Lamorri command structure evacuate the planet abandoning their partner race, the Cleash, and setting the remaining races to their own fates. Several hundred thriddle hide until their masters have abandoned the base, then swarm the mountain crown, using Lamorri weapons, and sympathetic corastin to defend their new holdings. Thriddle emissaries seek out shantha to offer their cooperation with whatever plan will free the surviving Thriddle from Lamorri control. Two clan of Cleash are abandoned by departing Lamorri, one in the reigon along the Western Trinnu Jungle Land and Gilthaw. They begin a breeding program to turn their personal servants – the Scarmis – into a slave army. Corastin and Croid enter swamps in various areas of the planet.

-1475 BC Traditional day of Thriddle Liberation. It markes the date of the Mountain Crown's interception of transmission from the Lamorri homeworld that Jorune is to be abandoned as inconvenient and undesireable. Day Oksh is marked by gathering of thriddle clans for feasting and meditation. History of Thriddle on Jorune is recited – almost nothing is known of Thriddle life under the Lamorri except for a few oral histories.

-1474 BC Creation of the order called the "sky-watchers" among shantha and thriddle to expand knowledge of astronomy – and remain watcheful for the Lamorri return.

-0141 BC **9 Eris, near dawn, a metallic meteor impacts the region now known as the Gift Bay in southern Thantier. The unstable crystaline structure of the region magnifies the effect, creating the crater, which filled to become Gift Bay, and crushing crystal plates together to create the rugged Ponteer ithmus and the barrier mountains that isolate the Western Trinnu Jungle Lands from Thantier, and Eastern and Western Drail. Thriddle records are restricted. Thantier found large desposits of nickle, iron and copper in the bay and has been mined with breather recos since the end of the Thousand Year War, giving Thantier the highest per-capita distribution of metals on the planet. The impact of the Gift also created several unstable skyrealms in the region, including the notorious "Weary Vaulter" and several crashed skyrealms.**

-0029 BC First scientific expedition reaches Jorune. Colony sites are negotiated with the shantha. Theodore Iscin and Karl Bomoveris are members of the negotiation team.

-0022 BC 20,000 humans depart from Earth for Jorune in eighty ships to begin colonization. Ships with passengers are far slower than automated supply ships and a schedule of support ships are scheduled.

-0010 BC Colonists land on Jorune and are assigned locations. Iscin put in charge of the durlig project, which is behind schedule.

-0009 BC Tensions rise on Earth. Colonists are assured everything is fine.

-0008 BC The regularly scheduled ship from Earth arrives with supplies, new colonists, and disturbing news that Earth and its other

colonies are on the brink of a war. Colonists dismiss the news as the usual expression of tension between nations. it is the last supply ship to arrive on Jorune.

-0008 BC Iscin establishes several labs for his own research. He releases his engeineered root – durlig – to the colony for integration into their farming programs.

-0007 BC Scheduled ship from Earth fails to arrive. Colonists divide into two camps; adapt to Jorune as other aliens have learned to do, or expand by taking over Shanthic lands,with force if necessary. Expansionists begin annexing lands adjascent to existing colony sites. Ca-Launtra shantha carry objections to the Colonial Authority in present day Heridoth.

-0007 BC Iscin puts his spare time into working on a reco that produce shirm-eh for the ramian. He works out of his secondary lab in Voligire.

-0006 BC Iscin is unable to present the results of his work to the ramian before he is resummoned to the base in Gauss Valley. Second scheduled ship from Earth failes to arrive. Tensions increase. In present day Thantier, Karl Bomoveris announces a strain of Jorune virus can be manipulated to effect only the shantha, which he threatens to release.

-0005 BC Third and fourth scheduled supply ship from Earth do not arrive, colonials divide on the correct path of their future on Jorune. Factions advocate expansion into sufficient lands to feed future generations and to learn from shantha how to adapt to create a new Human culture. First harevest of durlig plant commence. This initial variety is called gerrig. It takes to Jorune soil well, provides the appropriate enzymes for Terran nutrition (particularly extracting nutrients from native plants) but the required produce of the plant is difficult to extract and prepare.

-0003 BC Constructon begins of 3000k storage units below several sites to hold rationed supplies and equipment from existing colonies to ensure prototypes for future development. Colonists begin to accept a lower technology lifestyles to extend current supplies.

-0003 BC Schisms within the Earth colony lead to violation of agreements with the shantha as colonists move into additional lands, violating sacred sites. The shantha request that the humans conform to their original agreement. Durlig development goes into full swing, with plantings to occur over the next year.

-0002 BC Colonists enter Cali-Shafra, the shanthic Battle Lands of the Ancients. Native crops are removed and durlig is planted to avoid mass starvation. Twelve shantha are killed. Shantha retaliate, destroying some bulldozers and killing one man. Tensions rise and colony sites are put on alert. Formal request by Ca-Launtra from the Eelshon – the Shanthic ruling council – that colonials withdraw from lands siezed since the failure from the first Earth supply ship. Shantha withdraw from visible appearance on Jorune. In their absence Colonials expand their holdings, clear Jorune native life from areas and begin Terran-food farming. Shantha do not respond and remain unseen.

The Human-Santhic War

0001 PC - The war begins - Shantha destroy concentrations of Earth-tec in all but Newfeld Research Station in present day Thantier. Thantier's modest supply of Earth-tec will quickly become the most significant power on post-war Jorune. It becomes clear to many surviving colonists that shanthas avoid killing humans who do not carry Earth-tec, but hunt down individuals with subtronic equipment, tec-tons or those located near Earth-tec installations. Recommendation is broadcast from colony near Jasp to bury Earth-tec in cryo-bins to survive; retrieval of equipment in small amounts can come later. Human population reduced to a few thousand individuals scattered across Jorune.

Warps are opened across Jorune and massive flows of Desti, Gobey, Shal and Tra are focuses. The isho interacts with the fuzion creation area effrects on both sides of the warp. Isho "blossoms" kill hundreds on both sides of each warp. Bomoveris and his followers releases a bio-tec virus into upper atmosphere, killing more than half the shantha in

Colonial areas within days. Bomoveris uses a Surface to Orbit craft to spead his virus into the atmosphere of Jorune. When his landing field in Thantier is overcome with Shantha, he lands on a little used field on the edge of the Dobe-al.

-0001 BC Colonists continue expansion and spread into sacred Galsh-aca (present-day Essanja), shanthic burial grounds, in search of rare earths. Leader head of the Eelsoh passes from the peacefu Ca-Launtra to the fierce Ca-Desti. This shantha appears, alone, before the Colonial authority and demands the humans withdraw from Galsh-aca within 1 Du (2 days). He opens a warp and exists – marking the first time a warp had been seen under the manipulaton of a shantha.When the withdrawal does not occcur, the Desti reveal a previously unknown war technology and begin their attacks on the human population of Jorune.

The Post Colonial Era

0002 PC In the Gauss Valley, Iscin is only survivor of his colony and works on his first designed Earth race based on Terran amphibians. He uses familiar animals from Earth as his models, but uses the genetic technology of his mountain lab to express genes in his samples to create new races that were essentially human, but with atavistic genetic codes expressed to dominance. In Thantier couriers beween surviving groups relate that shantha are appearing less frequently and they only attack parties with Earth-tec. The last of the Earth-tec is stored in the cryo bins and sightings of shantha slow, then stop.

0011 PC - Thantieri journey to Tan-Iricid to follow up on earlier surveys. Thriddle, eager to learn of the colony and its lost work, welcome the visitors and share their island with them. The Thantieri decide the location is so important and easily defensible that they must have it for their own.

0013 PC - Thantieri communities begin long history of internal skirmishes for control of remaining Earth-tec. A modest stock of Earth food seeds is available for low-tech agriculture, and small farms are established.

0014 PC With the blount Sellsnib and his kin, Iscin creates crugar in the same way as blount were created. The new creation is a disappointment. He was expecting a long-haired, pale-furred version of crugar. Iscin does not recognise cygra within the first litter, but the breed will eventually dominate northern Temauntro.

0018 PC Iscin creates woffen after the same fashion as blount and crugar. Considers it an improvement over the crugar, but certain traits are lacking for survival.

0021 PC Iscin creates bronth. Considered a success.

0023 PC The last survivors gaurding the sleeping Ithaca scientists succumb diseases or are killed by shantic warriors. The sleepers are never awakened.

0024 PC Iscin creates tologra (as secretly as possible, for fear of crugar reaction). At this point, the crugar are as much as ten years old. Iscin notes in his journal that Choundra, an especially feisty crugar, has demonstrated great cunning.

0027 PC While patrolling, two crugar are shot and killed by a human (Bomoveris) with a blaster. He is shocked by the engineered forms of life. Iscin arrives soon enough to prevent Bomoveris from being surrounded and killed by the remaining crugar. All of the bio-engineered races are present as Iscin takes Bomoveris into his home. The crugar are infuriated that Iscin allows Bomoveris to live but Iscin tells them that they cannot kill a human. Having been out of contact for 22 years, the two humans have much to discuss. They talk and argue the entire night. As they talk, they find themselves more at odds. Iscin cannot accept Bomoveris genocidal solution to human annihilation (the extermination of the shantha), while Bomoveris considers Iscins experiments a breach of ethics and morality (alteration of creatures is a perversion of their natural form). However, as two surviving humans, Iscin and Bomoveris realise that they are in a very special position on this

planet. Choundra refuses to let the incident of the killed crugar pass. The next morning, attempting to kill Bomoveris as revenge for the deaths of his sister and brother, he accidently kills Iscin with a blaster. The energy weapon used by Choundra was modified by Sellsnib, the blount whom Iscin had personally trained in the ways of Earth-Tec. In the confusion of the death of Iscin, the giver of life, Bomoveris escaped. The Iscin creatures know nothing of his eventual fate.

0028 PC Bomoveris captured by shantha and placed in keeper rod.

0028-100 PC The Iscin races multiply and show many signs of mutations over the first two generations as their gene pools stabilise. Worst of these can be found among the initially psychotic crugar. The cygra are more stable. Fastest breeders are unfortunately the crugar who give birth to great litters of children who easily survive to adulthood. The blount, bronth, woffen and Tologra breed more slowly. All races flourish physically as they are left with Iscins legacy: Durlig.

0042 PC - Descendants of the original colony survivors in southeastern Thantier flee from the cleash insurgence from the Sharras jungle lands up into the Lus´ikai Mountains. Over the years they will become the Sky people. The last eleven families of original survivors from the Newfeld Research Station establish a network of trails and stations to keep as much contact as possible between the various camps of survivors in Thantier. Population of Thantier is estimated at 5,000.

0090 PC First contact between Thantierians and cleash results in major battle leaving over one hundred colonists and twenty cleash and several thousand scarmis dead. Ensuing skirmishes show that at first cleash kill with little provocation; after human retaliation, they begin to attack on sight. Using the growing population, humans in Thantier begin to build and live in fortresses.

0095 PC

0095 PC Cleash insurgence in Thantier becomes much stronger and continues for approximately the next thousand years. Thantierian colony network destroyed, possibly due to cleash activity. Scarce resources are expended mining the rich deposit of metals in the Gift Bay in southern Thantier - swordsmithing and weapon-making return to status of basic crafts. Siege warfare is reinvented for use against the cleash. Thantierian civilisation retreats into a series of fortresses as it learns to cope with the growing cleash threat. A plantation system in the distant high country creates a cycle of food, caravans and confrontation with cleash beyond the fortresses.

0096 PC Horse breeding flourishes in Thantier, Heridoth, and what will be known as Burdoth, and thombo domestication begins along north shores of Sea of Cerridus.

0100 PC - Last of Earth-supplied foods are thought to have been exhausted. In Thantier, human population declines without fresh stock to replenish bio-engineered Earth foods. This is traditionally the date ending the Century of Grace. Iscin's plans for durlig are relatively unknown. The plant was so new that although it is seeded over much of Jorune, most will not eat the noxious leaves and roots. The few communities that do know its value are so hard-pressed that they cannot spare the labor to harvest the deep, massive roots Human life expectancy falls to 36 years; the secret of durlig and the locations and contents of the cryo-bins passes into legend.

0150 PC (date approx.) The numerous crugar make themselves lords over the other Iscin races through violence and sheer numbers. They are the most powerful of the Iscin children at this point. The other Iscin races are held in brutal slavery in the Gauss Valley. The Iscin races continue to grow in numbers. Most unstable mutations have been seeded out of their gene pools and the typical race traits of the Iscin races become prominent.

0190 PC (date by tradition) The Iscin races free themselves from the oppression of the crugar. Leaders of the various tribes of creatures lead their kin out of the Guass Valley.

0190-0300 PC The Great Wanderings. The bronth, woffen, tologra and blount migrate

west into the Doben-al. The search for food and meetings with creatures like dhar corondon splits the migrating iscin races. The woffen are driven south. They continue through Sobayid, avoiding humans, and passing through the East Trinnu Jungle Lands to the lush forests of Anasan, rich with game. The bronth, tologra and some blount ultimately dare the wastelands and travel as far north as what is to become Ros Crendor. Another group instead passes south of the

0200 PC The Delmeran people fortify cliff forts along the north-western coast of what is to become Burdoth. The forts provide protection from shantic warriors (who mostly leave them alone anyway).

0210 PC The first group of bronth and tologra (and some few blount) settle in north-eastern Ros Crendor. The bronth settle along the coasts while the tolograns settle the Crack Lands inland.

0220 PC The Sky Culture is established and perfectly adapted to mountain living and survival. They place their towns and villages in inaccessible places among the Lus'ikai Mountains, often expanding abandoned shantic ruins. Towns are found on high plateaux hidden by clouds or cut into high mountain sides. The three main towns of the culture are placed upon the mountains Hallivo, Torinuu and Hus'ika.

0250 PC (date approx.) Ardoth is established as a fishing village.

0270 PC Woffen in Anasan discover a stable warp to Lundere (near Yobreh) and settle Lundere peninsula.

0280 PC The second group of bronth enter Ros Crendor from the south-west and settle in the outskirts of the brynkwood forests.

0290 PC Bronth language first put to script, using a watered-down version of the Colonial English alphabet.

0300 PC Drought hits Gauss Valley. Crugar and cygra bicker amongst themselves and are faced with a food shortage. They migrate out of the valley and head south-west into the Doben-al to follow migrations of some herd animals. Some clans remain among the northern slopes of the Thodic Mountains in the Doben-al, where the game is more abundant.

0302 PC The "Lambruh" (Spirit Jailers) sect is established by the bronth in order to further investigate and protect the people of Crendor (now Ros Crendor) from the malignant spirits sharing their lands.

0310 PC When the great crugar and cygra clans reach the eastern shores of Lake Dauuh-dey, the cygra contingent splits away from the main clan nations and begins travelling north, through what is to become northern Khodre and into northern Temauntro.

0312 PC The Delmeran people start migrating into the Gauss Valley after the crugar and cygra have left the valley. The groups that settle the inner regions of the valley become separated from the rest of the Delmerans and slowly start developing into the Gauss Culture.

0315-0795 PC Cygra begin settling northern plains near Jasp and Khodre. Crugar settle the Dowtrough range and central and western Temauntro with occasional forays to neighbouring realms.

0350PC - On Day Colony, the Society of Pilgrims is founded in Thantier, probably in Matrow. The members pledge education of Earth, the Colony and a pure human ideal across the face of Jorune. Through their efforts, Entren has remained identifiably close to the Colonial English. Entren remains the common tongue of trade, law and science throughout most of the nations of Jorune.

0400 -490 PC A combination of shantic violence, a religious exodus, plagues and the fact that better lands were found, lead to the slow desertion of Crendor. More and more bronth settlers sail to the virgin lands of what is to become Dobre, while tolograns start to learn seafaring from the bronth, from whom they have distanced themselves by living in the central parts of the land. Bronth start referring to the lands as Ros Crendor (Old Crendor). The more social bronth migrate together, in tight nit family groups.

0400 PC A human culture, centred around the

great rivers of western Temauntro and the central west coast flourishes. It is known for its great river boats, floating markets and floating palaces. However, the threat of the migrating crugar clans presents itself early.

0400-0600 PC The Age of Monsters. A major alignment of Jorune's moons causes mutations among mainly humans, including boccord, muadra and trarch. Some mutations did not breed true and eventually died out. Hundreds of monstrous mutations create a fearful response in common people and public persecution and execution of mutations begin. First destruction of Ardoth by massive tidal effects of alignments.

0400-0600PC - The Age of Monsters affects Thantier as it does other parts of Jorune. Many mutations first appear, including acubon, boccord, muadra, salu, and trarch, and many other variants that do not breed true. The horrific array of defects and mutations causes widespread fear, public persecutions and execution of mutants begin. By 0570PC, visibly mutant children (trarch, salu, acubon, etc.) born in Thantier are killed at birth; muadra and boccord children are banished or killed at puberty.

0412 PC A nomadic tribe of humans finds the ruins of one of the Ithaca Research Stations in eastern Doben-al. Their presence activates the cryo-bin and awakens one of the sleeping scientists. He in turn continues to awaken the other scientists of the remaining Itacha Research Stations.

0414 PC The awakened scientists of the Ithaca Research Stations gather and unite three nomad tribes of the area. They teach them civilisation and the ethics of their lost world. Four of the scientists choose to remain awake, while the other four are placed in cryosleep again within the area the three tribes control (eastern Doben-al).

0450 PC The cleash start fortifying the Lus'ikai Valley and the Sky people soon find themselves under constant siege. They are cut off from the rest of the humans in Thantier and disappear from the known annals of Thantier. (date approx.) The return of shantic warriors to western Anasan and countless diseases break the Reigos people. Only a few humans survive in small villages along the coast. The town of Reigos is abandoned.

0480 PC (date approx.) Warp between Anasan and Lundere fails and remains closed for two millennia. Woffen begin seafaring as a way of seeking their lost brethren; woffen sailors take the name 'Searcher.'

0483 PC A legendary Advisor, sleeping in a Sky monastery, is awakened. She helps the Sky people to protect themselves from the cleash by building hot air balloons, lookout

0490 PC (date by tradition) A great colonising armada of bronth and tolograns (protected together from the emerging threat of the ramian) set out from Ros Crendor. A great storm (maybe just the legends explaining that the races actually travelled separately) separates the Iscin Races. Bronth make it to the new colonies, while tolograns are lost to history until 3498. Some bronth, mainly members of the Lambruh sect and their servants, remain in the coastal cities of Ro-Obiss, Dobharah and Hoodha (now Makvar).

0491 PC After the four awakened Sleepers of the Ithaca Research Stations in the Doben-al have died, the three tribes that have been taught civilisation start abusing the earth-tec that had so far been secretly and carefully used. This attracts shantic warriors who destroy 2/3 of the population of the area. The survivors form a secret cult that hides among the western slopes of the Kuggin Mountains and watches over the remaining Sleepers.

0492 PC The Advisor of the Sky people falls terminally ill and places herself in cryosleep again.

0500 PC (date approx.) Sobayid tribes established in Sobayid. They are not united but share a common belief in individual Star Gods whom every tribes claims ancestry from. (date approx.) The mysterious towns of the upper Ellcor Mountains in central Heridoth are built by the equally mysterious Ellcor Culture.

0555 PC (date by tradition) Paul Gauss born in Gauss Valley.

0560 PC (date by tradition) Mayatrish born in Ardoth.

0570 PC In Thantier and Gauss Valley visibly mutant children are killed at birth, while muadra and boccord children are driven away or murdered at puberty. In Ardoth mutant children are allowed to grow; boccord establish their value as hunters and fishermen. Muadra are considered small or weak humans, not mutations.

0574 PC Paul Gauss discovers Iscin's private laboratory in the hills above the valley. He is barely able to read Iscin's journals on durlig and finds the foul tasting plant was engineered specifically to provide Earth-based life full nourishment. Gauss begins a regimen of durlig. He is unable to get his neighbors to try his new diet. In Thantier, persecution of mutant races eliminates all but purebred humans.

0578 PC Gauss has grown from average to very healthy and robust. He convinces his neighbours to eat durlig, encouraging them to begin experimentation with preparing, cooking, preserving, and spicing it anything to kill the taste. They begin to flourish.

0584 PC Gauss begins exporting durlig to other human settlements in the valley. Iscin's name is revered in human cultures from this point forward.

0586 PC Mayatrish begins a trip by talmaron from Ardoth, but is attacked by duradon over Gauss's settlement. She falls to earth with her wounded talmaron. The talmaron dies,

0587 PC Paul Gauss and Mayatrish are married. The people of the settlement (now called Gauss) build a great wood statue of a talmaron as a wedding present to Mayatrish.

0589 PC Members of Mayatrishs family, flying by talmaron, find her in Gauss because they see the talmaron statue. She returns to Ardoth with them and gives birth to a boccord son, Michael. She keeps the child’s birth secret from Paul, who would have it killed as a non-human. Michael has no problem growing up among the human, boccord and muadra children of Ardoth.

0590 PC Trade begins between Gauss and Ardoth through the efforts of Mayatrish and Paul Gauss. People of Ardoth become healthier as they begin eating durlig. Boccord and muadra from Gauss emigrate to Ardoth when they can to escape prejudice; Gauss welcomes the chance to be rid of minorities they consider a blight.

0591 PC Mayatrish returns to Gauss. She continues to spend at least one season each year in Ardoth with her family, raising Michael.

0600 PC (date approx.) Sea wall construction begun in Ardoth. (date approx.) The Korrin people migrate down from their refuge in the Dowtrough Mountains and start settling the eastern foothills and the southern shores of Lake DauUh-Dey. They come in peaceful contact with acubon, who until then had believed theselves to be the last human survivors. (date approx.) The human Mash-ala Culture is established in southern Heridoth. It becomes known in legends as a lush paradise of peace and prosperity and the wisdom of its shantic Ca-Tra seers.

0607 PC Mayatrish tells Michael about problems in harvesting durlig, which grows very deep in the ground. She asks him to think of a way to make harvesting easier. He begins to work on domesticating thombo, previously used only for livestock.

0609 PC Michael leads a caravan of thombos to the city of Gauss. Mayatrish embraces him when he arrives, causing whispers of disdain. When Michael shows how thombos can make durlig harvest easier, by attaching a rig and having a thombo team pull the plants out, the disdain turns to a small measure of respect. Mayatrish then admits that Michael is her son; Paul Gauss accepts his son and concedes that there is a place for the mutant humans in society; the slaughter of mutant children must stop.

0615 PC Paul and Michael Gauss supervise a secure trade route between the Gauss Valley and Ardoth.

0616 PC Paul Gauss's death.

0620-800 PC A series of plagues sweep through human and Iscin populations. Resto-

ration gains from the pre-plague era are almost lost. Civilisation returns to primitive levels. Several cities rise, flourish and are wiped from the planet by contagion. New standards of hygiene determine the survival of whole populations.

0750 PC Boccord tribes, sub-tribes of the Fransei Tribes, maybe created by outcasts from the Age of Monsters, start settling the lands to the east. They slowly spread through the more fertile parts of Ros Crendor and come in peaceful contact with the bronth still living there. The Fransei-speaking boccord often refer to Ros Crendor as Lepaje ("the Lands"). The Lambruh sect start training boccord disciples. Mainly women are chosen.

0750 PC The Sobayid Document rumoured to have been written. First documented use of word sage as a regional ruler.

0781PC - Sage Li Peter is elevated as hero of House Limen after he discovers the reaction of "cleash heart" to nearby cleash or scarmis. The flowers are densely planted across eastern Thantier as an early warning system.

0790-810 PC The Sky Weeping War. The greatest cities of the Sky people are destroyed as cleash double their numbers and their efforts to destroy the elusive humans of the Lus'ikai Mountains. The culture diminishes rapidly into a few hidden villages around remote mountain monasteries.

0958-1162 PC Peaceful coexistence between Jasp and ramian.

1000 PC The Sobayid tribes abandon their earlier settlements in central Sobayid and move to the more fertile southern lands, as the encroaching Sobayid Desert creeps closer. The Ellcor Culture disappears and its towns among the Ellcor Mountains are left empty.

1100 PC Great plague in Gauss Valley. City of Khaun Gauss abandoned again. (date approx.) The Essanja Culture is established in north-eastern Burdoth. Stout seafarers, talmaron riders and worshippers of the Sajjanis, the terrible SkyBird. (date by tradition) The Mash-ala culture in southern Heridoth disappears nearly over night as extensive logging and slashing enables a great bushfire to ravage the lush lands for four years. After this the land is barren and turns into dusty plains. The people of the Mash-ala Culture are assumed to have been swallowed by the

1100-1200 PC Many cities near Gauss Valley repopulated as Gaussians return from their crugarenforced exile. Northern coastal cities such as Sychill and Trosoe are founded around this time.

1105 PC - Cleash attacks in Thantier end abruptly.

1105 PC Boccord of the Fransei Tribes make their way to Jasp to seek new homes. Some stay and mix with the Korrin people of what is to become northern Khodre. Although many of the Korrin traditions and religion survive, the Korrin language is slowly replaced with a mix of Fransei, Korrin and Entren. After the pleading of Gjassum, the last Advisor, in Meshka-Tra the shanta act swiftly upon the cleash menace. Even when summoning all their new-won strength the shanta have problems controlling the cleash pawns they once unleashed. Acting just in time and before the cleash manage to solve the mysery of warp travel, the shanta manage to force the ancient cleash rulers in the Ice Field of Gilthaw to recall their minions. Cleash abandon their forts and strongholds and vanish mysteriously from Thantier in less than a year.

1107 PC Boccord receive old city of Jasp on Aylon Strait in exchange for services to nation of Jasp.

1110 PC First boccord on Jaspian Council of Servants.

1127 PC - Expedition from Thantier encounters Ardothian party descended from survivors of North Valley Research Station in Gauss. Ardothians have never seen cleash, described to them by the Thantieri, but consider crugar to be their main enemy. The Thantieri think of crugar as a minor nuisance, and have no respect for the Ardothians. The two parties separate with no desire to resume contact with each other.

1127 PC Expedition from Thantier encounters Ardothian party descended from survivors of North Valley Research Station in Gauss. Ar-

dothians have never seen cleash, described to them by the Thanterians, but consider crugar to be their main enemy. The Thanterians think of crugar as a minor nuisance, and have no respect for the Ardothians. The two parties separate with no desire to resume contact with each other.

1140 PC (date approx.) Cultivation of durlig begun in Ardoth's south fields.

1145 PC Muadra seek refuge in Jasp.

1150 PC (date approx.) Three Sychillian Kingdoms are founded in the region known as Lusail in northern Burdoth. They take over from the more peaceful and rural Delmeran Culture and slowly absorb the latter.

1162 PC Ramian raid on Jaspian crystal fields for levitation crystals.

1163 PC Jarman Geer engineers Jasps destruction of Gire Kosh Garch Hundader's ramian fleet.

1164 PC Muadra permitted to settle outside the city walls of Old Aylon.

12 PC - Thantier invades Tan-Iricid. Thriddle drive back the Thantieri assault with unknown technology involving massive amounts of isho power. Most of the Thantieri Earth-tec is lost or destroyed during the assault.

1200 PC (date approx.) The Erucian culture is established around the coasts of the western Thanterian peninsula. The Erucians are simple fishermen with their own unique culture and religion that bears no traces of Terran ancestry.

1200-1700 PC Famines and rot plagues begin. Will continue intermittently for next 500 years,

1200s-2700s - Thantieri culture thrives in the absence of the cleash attacks and the house system becomes more formal in structure and protocol.

1202-1204 PC The northern survivors of the Temauntro Culture (humans) succumb to harsh winters and the failure of crops. They leave only mysterious ruins in the northwestern mountains of Temauntro.

1235 PC - Unification effort by House Adwa leader Orinya Adas fails. House Adwa's tower is destroyed and the House is stripped of all standing in Thantier.

1340 PC The Essajeans conquer the Dow people of northern Heridoth and become fierce rivals of the growing Sychillian Culture. The two cultures start exploring the seas and try to compete with the already powerful Jaspian Trading Houses.

1350-1450 PC The Essajeans raid the eastern coasts of Heridoth and the yorkni people suffer greatly. The yorkni start organising themselves under chieftains and start fortifying their coastal towns.

1443 PC The aggressive Vucian people come down from the Kuggin Mountains and conquer the tribes among the western foothills and eastern Doben-al. Among the conquered are the Cult of the Sleeping Ones. The Vucians take their gods and secrets and make it their own religion. They awaken two of the sleepers who aid the vucian conquest but manage to bring them more peaceful teachings. The vucian priest caste is founded the same year. Year 0 of the Vucian calendar.

1500 PC (date approx.) Jaspian coastal trade begins along Temauntro's eastern coast, along what is to become Khodre's northern coast and as far as Ros Crendor and the northern parts of the Vucian cultural sphere. Great Trading Houses establish protected and sometimes fortified ports that attract commerce and grows into towns. Sophistication of the Korrin and Fransei tribes in the area increases after Jaspian influence.

1500-1800 PC Many wars are fought between Essanja and Sholia. The Essajean fleet constantly assails the Sholian coast from their ports in Essanja and north-eastern Heridoth. During these wars the city of Sholia is destroyed more than once.

1501 PC Only ten years after the Sleepers have returned to their cryosleep, an autonomous Emperor is chosen among the Vucians. The knowledge of the Sleepers and their lore is made a secret held by the Vucian priest caste. The priest caste establish a strict system of advisors and pass many religious laws.

1555 PC To establish order and unity the Sobayid tribes unite under one Sage and Mie-

drinth is founded. The tribes keep their smaller tribal Star Gods, but the Sage of Sobayid is the divine spokesman of all the Star Gods of Sobayid. Only he and his priests may educate and train new members of the clergy. Although the tribes are united they remain few in number and live simple lives.

1700-1800 PC The Varak culture is crushed entirely by their Erucian conquerors and the people forcefully assimilated in the Erucian culture or spread throughout the Erucian Empire as slaves.

1722 PC Barhannu, son of Benhu, declares himself Emperor and founds the Erucian Empire.

1746 PC After an internal struggle for power and numerous minor slave rebellions the Sajja priests take over the task of ruling Essanja. They elect a Priest-King and start introducing strict religious rules. Subjects who do not worship Sajjanis are killed or exiled.

1759 PC The capitol of the Sholians is moved from Sholia to the more easily defended city of Koistra. This places their capitol out of the Essajeans reach.

1780 PC Erucians establish colonies in northwestern Drail. The colonies grow steadily eastward along Drail's unpopulated northern coast. Erucians also encounter Jaspians off Temaunto's western coast. Enmity begins between the two exploring cultures and the Sharharras Sea is closed to the Jaspians.

1800 PC (date approx.) First stable Jaspian crystal schooner design permits trade to be expanded beyond coastline. Partnership with ramian proves profitable for both Jasp and Voligire.

1800-2000 PC The Coronian culture starts spreading throughout eastern and central Thantier. They consist of a merger of two cultures, the Gerann and the Sutturash. Those among the Sutturash that refuse to merge, migrate out into the See'iss Desert to their kin who had hidden there during the Cleash Wars. They become the fierce Sutturash Tribes. Their traditions and religion remain the same as the original Sutturash culture.

1818 PC The Priest King Hejjorcis IV of Essanja terrorises the surrounding lands. He is a religious zealot and insane, only further cementing the stereotype of the pious Essajean Priest-Kings. His sajja priests relish in human sacrifice to their god Sajjanis and many slaves are taken from Ardis and Lusail. Common hatred for the insane Priest-King leads to a war on two fronts with Sychill and Ardis.

1819-1820 PC Slave revolts brake out in Essanja and the slaves manage to retreat into the highlands of Essanja and keep the territory.

1820 PC Sychillians unite under King Pekail the Tall against the threat of Essanja and the growing influence of the sage of Ardis. He declares himself Sage of Lusail. All of present day Lusail is secured during the first year. The Kingdom of Essanja is conquered with the help of the free nation of slaves in inland Essanja. A series of naval battles take place along the coasts of northern Burdoth and Essanja as the Sage himself moves his main armies over the Accaptas Mountains in a daring campaign. The Priest-King of Essanja is killed and his priests routed. The Sajja religion is banned forever along with human sacrifice.

1900 PC Crugar have lived in Gauss Valley for two centuries but are driven out by extensive drought and disease. They travel west, to the Doben-al again. The Erucian Empire is at its height of power. Its mariners dare the oceans and chart unknown lands. The sailors, their charting instruments and their ships are the best in the world.

1906 PC The age-old Vucian Empire is at its height of power and the area controlled is the largest it will be. The coast between Ros Crendor and the Gauss Valley belongs to the Vucians and most of eastern Doben-al down to Sobayid. Slave trade routes between Lake Dau-uh-dey and Burdoth, lamcra mines and coastal trade with the Jaspians is the Empire's main source of wealth. The Empire now begins to degenerate. The emperor has now become a Priest-King as the rulership of the realm is secured within the priest caste. The teachings of the Sleepers has been garbled, partly forgotten or misunderstood.

While the Vucian armies are numerous the Vucian navy is small and notoriously poor.

1962 PC The Tirtive of Voligire order the charting, scouting and colonising of lands outside of Voligire. The ramian are drawn mainly to the ancient lands of their masters, Ponteer, but also start settling north-western Temauntro, Sillipus and Drail (Vareech Desert).

2 PC - Thantieri survivors begin exploring other research centers with the region's one hovercraft. They gather a few survivors, survey extent of destruction, but do not find the caches other colonies used to hide their Earth-tec from shanthas.

2000 PC Khaun Gauss returns to functional human and mutant population through immigration from Ardis and Sobayid.

2029 PC The Lunghoth tribes clash with the Ros Crendorian Tokrem tribes as their cyclic wandering take them into Ros Crendor. The Lunghoth remain for less than 50 years. The Ros Crendorian tribes unite under a High Priestess for the first time.

2100 PC (date approx.) Coronian culture is now reasonably uniform and begin great cultural growth.

2100 PC (date approx.) Ramian attempt to claim crystal fields of Jasp, source of large crystals that make skyships possible. Jasp destroys ramian fleet and issues threat to destroy Vinteer (capital of Voligire) if ramian attempt any action against Jasp in future.

2124 PC The Vucians wage a fruitless war against the Sychillians that have been weakened by ramian attacks. It is an effort to expand their territories, as the lands begin to become more barren in eastern Doben-al. The Vucians hold the city of Salam'arine for four years before it revolts and throws out the Vucian lords.

2150 PC Ramian colonisation of Ponteer and Sillipus is completed. The ramian continue to colonise northern Drail past the Vareech Desert and come into conflict with the Erucian Empire, which has colonised the central and western and parts of the northern Drail coast. The ramian of Sillipus start organising and intensifying their raids upon eastern Anasan. They make seasonal camps for shirm-eh harvesting along the eastern coast of Anasan.

2192 PC Hordes of fierce boccord tribes come down from Ros Crendor and take the northern parts of the Vucian lands along the coast. Many skirmishes take place throughout the area as the Vucians try to repel the numerous boccord invaders.

2200 PC Moon alignment creates enormous tidal disturbances in Burdoth. Many coastal cities destroyed for first time. Ramian invasions into Sychill and other coastal cities come at the same time. A massive migration of Coronian families, pushed northward by the death-throes of the Erucian Empire, reaches the shores of Lake Dau-Uh-Dey. They colonise the area and subdue the Korrin people in the south without any greater problems. The region is named Carissey and metal coinage is introduced to replace crystal currency currently in use. Temples, towns and forts are built to secure the Coronian's claim to the land. The new rulers of the land immediately clash with the acubon of the lake and a bitter conflict ensues that makes the lake perilous to all humans. Ramian use the tidal destruction to secure more Erucian holdings in Drail.

2220 PC Humans live in peace with acubon and blount on the shores of Lake Dau-uh-dey after initial clashes. It is the Korrin people with their greater understanding for the acubon that manage to negotiate a truce. Territories are divided and coleels enter world trade.

2240 PC Due to the ramian raids in the area and the weakening of the Sychillian fleet, the Dow people revolt and cast off their foreign Sychillian rulers in northern Heridoth. The Essanja province remains part of Lusail but gains more sovereignty.

2240-2350 PC The Blood Years. Sholia and the Yorkni try to seize the land of the now freed Dow people in northern Heridoth. The Dow people viciously defend their new-won freedom. Many battles are fought along the borders of these three realms.

2250 PC After the weakening of the Sychil-

lians, the Ardoth trading fleet gains access to the Sychill Sea and the Kymay Sea. Ardisians start trading with Vucia, Dobre, Jasp, east Heridoth and Anasan. Ardis monetary influence increases.

2288-2295 PC The Erucian towns of Jarcissa, Tercia and Obocia in eastern Thantier are taken by the Coronians and renamed Thantis, Terc and Obothin.

2296 PC The Erucian city of Dorakon in northern Drail is sacked and burnt by ramians. It is retaken within a year and rebuilt.

2342 PC Ramian colonising efforts escalate in northern Drail as more fleets of ramian arrive to the Cerridus sea. The superior and unearthly fleet of the Erucian Empire initially hold the ramian at bay and confine them to Ponteer. As the power of Erucia wanes the ramian gain more ground and conquer many of the Erucian colonies in northern Drail. The Ramian Wars begin.

2342-2586 PC The Ramian Wars.

2344 PC The Erucian city of Dorakon in northern Drail falls to the ramian. They slaughter the inhabitants and fortify the city and its harbour.

2348 PC The Sholian Kingdom takes the city of York and the coastline between the Ellcor and Yucid Mountains. The sage of York is beheaded, but a new line of sages start ruling the Yorkni from Meard.

2383 PC The wandering Kan Lenkhas of Heridoth have over the last centuries manage to hoard tremendous amounts of wealth through their not always so legal businesses over the realm. These gypsie-like people are the descendant of mutants from the Age of Monsters and sometimes a mutant strain will appear. They are scorned by all, but their services often used. With their wealth they build two great cities in the barren eastern parts of the Elcrellia valley.

2392 PC Battle of Dakhol. The Coronian settlers of Carissey (Now Khodre) conquer all of northern Carissey and wrest the lucrative crystal mines and the political power in the area from the Jaspian Trading Houses.

2401 PC The ramian of Sillipus establish permanent ports on Anasan's east coast. The remaining human and woffen population is driven inland.

2414 PC The first Lunghoth tribes appear in the Vucian sphere of power. They are taken as slaves.

2430 PC Thousands upon thousands of Lunghoth pour over the decadent Vucian Empire and the Lunghoth Wars starts.

2430-2512 PC The Lunghoth Wars. The nomadic Lunghoth follow the star that represents their

2550 PC Horse breeding and riding is established among the dakrani throughout Thantier. The Sevait families that still exist are Coronians now, but renowned beasters.

2551 PC Imperial armies from the Holy Coronian Empire march across the See'iss Desert in histories most daring campaign. They reach Sobayid and quickly lay siege to the towns along the fringes of the East Trinnu Jungle Lands. The Cavran Plateau is quickly taken as the Sobayid tribes cannot withstand the heavy infantry of the Thanterians and their efficient siege warfare.

2554 PC The ramian of Drail are pushed back into the Vareech Desert of north-eastern Drail by the Holy Coronian Empire. Erucia only maintains control over its coastal cities of western Thantier. The Sharras and Drail colonies remain firmly in Erucian control.

2557 PC After a three year siege, Miedrinth is taken by the Thanterian armies. The sage of Sobayid is killed. The sage's successor flees out into the central desert to hide among the desert tribes. Most of Sobayid is now occupied by the Thanterians.

2560 PC The Holy Coronian Empire overruns Erucia and most other Erucian towns in western Thantier after the Battle of Erucia. The smaller towns are made subjects to the Coronian Emperor. In return for laying down their arms and swearing fealty to the Holy Coronian Emperor, the Erucian ruling families remain in control of the city Erucia.

2561 PC The Erucian colonies in Drail officially declare their independence to the High Lord

of Erucia in order to be freed from the oath to the Coronians.

2562 PC Two great ramian armadas reinforce the ramian of the Cerridus Sea. They have sailed around Temauntro from Voligire to secure the ramian claim on Ponteer and Drail. Ramian ships pillage all coasts of the Cerridus Sea, including mainland Thantier. Although not being able to brake the Coronian fortifications in Drail and Thantier, the war seems to have been painfully prolonged and no solution to the conflict seems possible. The Drail colonies become isolated and the Cerridus Sea becomes impassable for years.

2586 PC After some brilliant negotiations and political manoeuvres the thriddle manage to negotiate a truce between the ramian and the humans around the Ceridis Sea. The thriddle are isolated on Tan-Iricid and suffer from the destruction of the Ramian Wars. Most importantly, however, the thriddle fear the mighty Pluran Church and a future Thanterian invasion. The ramian keep Ponteer, Vareech and some central parts of Drail, while having free passage to and from the Cerridus Sea. The Holy Coronian Empire and the Erucians are allowed to keep their colonies in Drail.

2589 PC The Hidden Sage of Sobayid allies with Ardis to drive out the hated Thanterians from Sobayid. Soldiers of Gauss, allied to the Ardisians, also join the conflict.

2590 PC Ramian grant a small stretch of their westernmost land in Drail to the thriddle of Tan-Iricid. This only proves further thone treason in the eyes of the Coronians. The ramian defend the thriddle colony but always leave it after they have driven off Coronian agitators. As protection, Corastin are invited en masse to the thriddle colony by the thriddle who control the stable warp to the region.

2610-2750 PC The 50 Wars. Countless skirmishes, battles, raids, sieges and attempts at routing the Thodicean tribes leave great scars in western Thantier. The lack of coronians and Erucians in inland western Thantier prevents the Holy Coronian Empire to maintain it hold over the region. At the end of this time, the Thodicean tribes have established themselves as rulers in Thantier and start making alliances and pacts with each other and swearing fealty to the Emperor. They are slowly incorporated into the Empire on their own terms.

2620 PC Crugar migrate down the Shaygra river from the central parts of Temauntro. The sheer bulk of this migration drives of all remaining Erucian settler along the Shaygra river and the coast of north-eastern Temauntro.

2623 PC The ramian holdings of eastern Anasan are retaken by the Anasani with the help Lundere volunteers and a great trading fleet from Sholia, Dow and Yorkni. The east

2772 PC - The Treaty of Thantis is signed by the Houses, formalizing their positions within Thantier and the foundation of Thantis, the City of Pearls. Since this time Thantis has flourished with trade to the far points of civilized Jorune. Thantier is a long established source for quality textiles, foods, tools and knowledge, with the heaviest traffic trough Thantis and Ponteer.

2822-2849 PC The Skamaan Wars. During a series of battles the Skamaan prove their superior prowess in battle agianst the Coronian Heavy Infantry. The Skamaan learn much from Coronian warfare and incorporate this with their own superior tactics and well-drilled troops. The Skamaan start fortifying the boundaries of the Huragach Highland after the Coronian model.

2848 PC - House Limen is destroyed by the other Houses after Limen scientist Wajjoon Heng accidentally releases a strain of influenza from a cache of Earth-tec.

2849-2852 PC The Crugar War. Crugar, the age-old nemesis of the Skamaan, start pouring into Thantier from the north-east. (It is the massive push of the crugar nations that pushed the Skamaan into Thantier to start with. Skamaan and Coronians ally to destroy the raiding crugar clans. The crugar are no match for the disciplined Thanterian armies and are routed. They follow the main bulk of the cru-

gar eastward, towards Burdoth.

2852 Emperor Haans Koriz and his sons are slain in a crugar ambush as the Coronian troops are returning from the final battle against the crugar in the eastern foothills of the Thodic Mountains. As the emperor leaves no heir, the greatest of the dakrani families start fighting over the throne to the Holy Coronian Empire.

2852-2993 PC The Succession Wars. A disastrous time of civil strife, shifting alliances and greedy

2866-2959 PC The Dark Rule. An evil High-Priestess usurps the power over the Ros Crendorian

2945-2946 PC The South Cerridus War. Due to the everlasting civil strife in Thantier and unrest in the colonies, Thodicean princes manage to grab colonies of their own in northern Drail.

2947 PC The Way of Gends starts spreading like wildfire among muadra settlements in Burdoth. It soon spreads via trade routes and muadra networks to Heridoth, Jasp and Khodre. Caji Doss, a student of Caji Gends, brings the Way of Gends to Jaspian muadra.

2959 PC Loyal priestesses of the Earth Mother and tribesmen of western Ros Crendor manage to free the Ros Crendorians of their evil High-Priestess. They are aided by the Lusail fleet which lays siege to Ro-Obiss and the Ardisian infantry which drives the Ros Crendorian tribes out of the Coastal Kingdoms. Carisseans, Sychillians and Ardisians all require tribute prisoners from the ruling tribes for the next 101 years to ensure peace.

3060-3090 PC The poor and weak Essanja province of Lusail is slowly assimilated with Ardis, as Ardisian traders control all ports. Ardisian troops finally remove Sychillian garrisons with only smaller skirmishes and claim the area officially.

3061 PC Several slaver-tribes establish themselves outside the southern borders of the Coastal Kingdoms. They are of Vucian heritage, but have nothing in common with their ancient legacy except for their coloured and raised hair. They sell slaves to ramian, crugar and Thantierians, mainly from the slave markets in Podrola.

3076 PC Thousands starve in Jasp as result of a corrupt administration.

3077 PC Jasp revolts against Sage Khanat.

3111 PC First major crugar assault on Carissey region. Southern Carissey is occupied and Kirlan taken. The entire ruling family Galitei is destroyed as Sage Astos Galitei and his relatives are killed. At the same time ramian start raiding the northern sea coast of Carissey.

3113 PC Ramian massacre of population at Telmin and invasion past Trosoe into Sydra. Invasion pushes Sydrans south, and eventually into Glounda. First appearance of thivin with ramian (previously unknown to Earth-based races). A part of the occupation force is sent to Ros Crendor. Most coastal town are conquered and the High Priestess flees from Ro-Obiss. Ramian priests start a disturbing activity among the old lamorri ruins. For unknown reasons the ramian forces flee the land. Ramian from Sillipus raid Anasan and Heridoth and occupy parts of Anasan's east coast for nearly 30 years.

3115 PC Sydrans decide to take their chances in Glounda. They form a population base at the steps of Liggit Mountains in Elds. The refugees soon bump into the secluded Gloundan Culture along the haunted shores of nearby Lake Elgry. In ancient cities covered with lichen, roots and vines live the strange Gloundan people protected by their sacred Shadow Warriors and their hypnotic Sajja priests. Ramian driven out of Lusail and Sydra later that year. Lelligire, as Trosoe has renamed herself (meaning the beaten or defeated Gire), fills the power vacuum left by the flight of the Sydrans. When the refugees of Elds and Lake Elgry return, they find their city's remains being scavenged by the Lelligirians.

3117 PC The town Glounda is established along Lake Elgry. It is an effort to make a new city composed of Sydran refugees who have stayed in the Glounda forest and Gloundans. It is situated just outside the forest covered and partly abandoned mystical

city of the Gloudans, which becomes reserved for the Shadow Warriors and sajja priests. The two cultures blend successfully but two religions are maintained in the area. The Tolamuun belief of the Sydrans and the worship of Sajjanis.

3140 PC - Thantis sends troops to take control of the Thread of Ponteer, the narrow point between the Sea of Cerridus and the Kymay Gulf. They construct a fort at Point Khoffa to house a force intended to control Ponteer. A coalition of Heridothian humans, muadra and boccord with factions of salu, woffen, bronth, trarch, and even some free Ramian opposes the Thantieri effort and restricts Thantieri control to the northern part of Ponteer.

3140 PC The Anasani manage to overthrow the ramian lords of the east coast. Humans and woffen regain control over the all the forts along eastern Anasan.

3142 PC With the aid of the Jaspians, Carissey is liberated and a sage of the Corolia family ascends the throne in Kirlan. For the first time in history, Jaspians have showed other human realms the potential of their Crystal Fleet and their well-trained army.

3160 PC Ardisians are finally successful in driving most ramian out of eastern Burdoth. Sychill's army is mostly destroyed. Ardis expands to include the Lusail region under the leadership of Sage Sar Arilell.

3161 PC Ardis attempts to take over the Lusail region, but sage Sar Arilell can't control a region this large; his forces are already spread too thin, especially with taking Lusail.

3290-3300 PC The Usurper War. The Pluran Church rallies the Thanterian sages against Empress Helia.

3300 PC The self-declared Empress Helia Kemper and her allies are forced to capitulate outside Thantis. She takes poison rather than being humiliated by the Pluran Church. A new Thankrani is quickly selected by the Pluran Church among the victors to avoid internal strife.

3305 PC Change in way Ardoth's new dharsage is chosen. For most of history, the kim of Ardoth and the keshts of Ardis has chosen the most qualified military officer. This year the previous dharsage Khodre Attios' son Khodre Hattoreos considered the appointee to be incompetent and carried enough popular support to usurp him. The title has remained hereditary since then. Ardis came very close to a civil strife as the chell and klades opposed the dharsage and the white-hand keshts.

3337 PC Lelligirian ex-patriots emigrate to city of Carissey. Great tensions arise between the massive amounts of immigrants and the original inhabitants.

3352 PC Plastic-producing bacteria from Earth colony were found surviving in Cushindell Marshes and transplanted to Ardoth.

3366 PC Crugar invasion of Kaigon in Gauss Valley.

3371 PC Salrough Gomo born.

3385 PC Thriddle are now in stronger contact with the developing cultures of Jorune and are travelling to gather information. A Thriddle math breakthrough in the theoretical description of warp mappings. No applications are possible yet.

3386 PC Boru and Ros Crendorian relations increase. Scholars start exchanging lore and a bronth school is established in Ros Crendor. Bronth iscin are slowly introduced to the ancient mysteries of the lands again.

3390 PC Sagess Jollai Corolia builds many forts along Carissey's southern borders to protect the realm against the growing crugar threat. She also grants land in western Carissey to immigrants that can defend it and the mines there.

3398 PC Ardothian families (Dharmery and DSerris) develop mining operations and political organization of western Carissey. Their great influence soon spreads into central Carissey.

3406 PC Jaspian miners discover large block of crystal with unique sympathetic vibration properties.

3408 PC Sagess Jollai Corolia of Carissey dies in childbirth. Kesht Markiss DSerris manages

to ususrp the Corolia family and becomes Sage of Carissey. The first Carissean sage not of Coronian descent.

3411 PC Crugar attack the borders of southern Carissey. The forts and immigrant defenders of Carissey withstand the crugar onslaught and the majority of the crugar migrate towards Burdoth.

3412 PC Thivin begin to establish themselves as merchants in Ardoth. Prince Khodre Allonkarb born in Ardoth.

3418 PC Crugar, led by Chaln Docha, start a mass invasion/assault across the Doben-al. The drive is slow.

3421 PC A curse or mysterious plague drives the Krang people out of their valley in the Thodic Mountains. They migrate into central Thantier, where they are allowed to settle if they serve the Coronian sages among the Sholoza fields. Their existence becomes as low as that of slaves and their black market field-cities attract all kinds of scum and villain.

3425 PC Ros Crendorians unite to repel the crugar from their south-western lands. The crugar and the southern Ros Crendorian tribes and some of the fransei tribes, however, make a pact. The crugar are allowed to pass unmolested. Some boccord raiding parties take advantage of the crugar confusion and start raiding the Gauss Valley and Sobayid. Southern Ros Crendor slips out of the control of the High Priestess.

3430 PC Routes for mid-sized Jaspian crystal schooners established across most of Jorune. Trade becomes a maze of intrigues with Jasp claiming neutrality in international disputes.

3438 PC - Thantieri forces lay in wait for crugar driven back from Ardoth after attacking across the Doben-Al. Forced back by Ardothian forces armed with newly-recovered Earth-tec , the crugar are then hit hard by the Thantieri. Chaln Docha dies on the retreat back to Temauntro, falling victim to a Thantieri lance. Ardoth's Prince Khodre Allonkarb robbed of satisfaction of defeating the crugar leader directly.

3438 PC Thantierians have been waiting for crugar to return. Chaln Docha dies on the retreat back to Temauntro, falling victim to a Thantierian lance wielded by the Fierelance Knights of Slegun. Khodre robbed of satisfaction of defeating the crugar leader directly.

3438-3445 PC The Energy Weapons War.

3439 PC Crugar swarm into southern Carissey and cause great havoc. Humans flee into forts and cities.

3440 PC Crugar pushed back to Temauntro borders after bloody battles across northern Burdoth and the Doben-al. In the Doben-al, Khodre Allonkarb's forces are attacked by Ros Crendorian tribes allied to the crugar and the fransei tribes or otherwise raiding in the Doben-al. A small burdothian naval force later destroys the town of Makvar to set an example. The High Priestess assumes control over the usurping clans and declares that tribute prisoners from the southern tribes shall once again be sent to Burdoth for 101 years.

3441 PC Carissey changes name to North and South Khodre. Khodre returns and forms Ardoth Guard to protect Ardoth. Khodre and Ardothian forces return to Heridoth to find Dobren League in control of Heridoths eastern coast and entering Sholis. With a powerful energy weapon arsenal at his disposal, Khodre will not permit this. The Dow people, forced to fight for the Dobren League against Khodre Allonkarb, suffer great losses at the Battle of Elcrellia as they are mowed down by energy weapons. Energy weapons placed in hands of drenn and kesht in the military. These sidearms indicate great prestige, but are more for self defence than outright military advantage; heavy weaponry such as laser turrets and blaster rifles make the greatest difference in large scale combats. Power cells are in short supply, and Khodre has no portable source of renewable energy to tap. Pistols cannot be resupplied; energy must be conserved and used for the large-scale weapons. Saress Dharmery born to Sagess Lailia Dharmery in Kirlan. Dharmery family has great influence and control in this area. Lailia is 31 at this time; she now rules North and

South Khodre.

3442 PC Battle of Sholis, with the Dharsage's troops against Dobren forces, gets underway. Neither side is successful. The destruction of Doosah, a Dobren supply base. The Dharsage's second attack on Sholis is successful. Thriddle discover three caches of Earth-tec which they do not report to Khodre.

3443 PC Destruction of Polpedroth in Essanja by Dobren forces. Maustin Caji resurface, allied with Dobren League. Sinking of Camder by Maustin Caji at mouth of Esheye Bay. War escalates as forces are brought into heart of Heridoth. War deadlocks in Sommint Valleys.

3444 PC Khodres forces start to lose their grip in Heridoth. The forces opposing him are too great, his energy weapon arsenal is not growing quickly enough, and he does not have adequate energy cells (his Earth-tec Iscin have not yet divined the use of tec-gens) to sustain the war. Battles continue to rage in Sommint Valleys. Khodre retums to Ardoth, and marries Esilla Jaimare Cartan. Harsri driven from office; Marshill Cardis installed as chell. Khodre knows that he cannot win the war in Heridoth as things stand; it is temporarily a lost cause. He looks for a way to bring his forces out of Heridoth without losing everything he has gained. Khodre meets secretly with Klein Ko-Trid on island of Curili. They discuss basis of a settlement whereby the dharsage gives up Heridoth and Doben-al and allows muadra back into cities; in exchange Heridoth becomes a neutral zone to all sides. Khodre returns to Ardoth to consider what he has heard. He worries about the presence of muadra within the capital. The effect of daji upon humans has long been known but little understood until now. Khodre meets ramian on the island of Reet to arrange a daij/shirm-eh exchange in hopes of establishing a system by which muadra can be monitored. Sillipus is chosen as a point of exchange.

3445 PC Klein-Khodre Accord and end of Energy Weapons War. Khodre is to relinquish control of Heridoth, Doben-al, and direct control of other Burdothian provinces, although he will still lead the realm militarily. In addition, he must allow for muadra living within Burdoth and the confines of Ardoth's wall's (although not necessarily within the citadel). In Khodre's favor, Dobrens and Lunderians must also give up any claim to Heridoth; that land is to be left to Heridothians. In addition, Dobrens must give up all claim to Sillipus, which had become a Dobren base during the war. The treaty also provides that a council, located in Ardoth and consisting of representatives from Burdoth and other nations involved in the war, would serve to monitor actions of the Dharsage. Prince Khodre considers the council idea ineffective, and assumes that its presence will not hamper his jurisdiction significantly. The Ardothian council is established with representatives from Dobre, Gauss, Heridoth, Lundere, Lusail, North Khodre, the Sobayid. South Khodre, and Tan-Ircid, with observers from Temauntro (although the crugar still aren't quite sure why they've been asked to participate in the affairs of Burdoth.) Secret human-ramian trade of shirm-eh for daij meat begins on the island of Sillipus. (Sometimes, the island of Reet is used when the ocean warp from the Waters of Vosule to Sillipus is closed.) Great number of daijic appear in Ardoth. Burdoth is united as a nation under Ardothian Dharsage Khodre Allonkarb.

3446 PC Refugees of Burdoth and Heridoth relocated to Sillipus by Khodre. Dobrens leave island only months before. New Sillipus residents left to fend for themselves (though they are not worse off than they had been in their homelands). Rebuilding of Ardothian city walls overseen and encouraged by the council. Outside labour imported from Dobre and Lundere to help in the reconstruction. The part of the city that these foreigners live in is The Shen, which has been inhabited by foreigners for hundreds of years. Ardothian Council generates considerable popular support by helping in reconstruction of Ardoth. Khodre is surprised at level of cooperation.

3446-3448 PC Fighting between anti-caji groups and caji. Night raids and burned muadra homes spur immediate retaliation, which bring daijic and yords into the conflict. Still, caji assimilation into society begins. They learn that calling the yords is a better long term solution than frying racists.

3447 PC Metal coinage in Burdoth recalled with reintroduction of gem currency. With laser torches available to the Dharsage, it is possible to uniquely identify gems. There are bits, gemules, gemlinks, gems, gemclusters,and gemstars.

3449 PC Muadra (with support of Ardothian Council) push for establishment of kerning bays located throughout Ardoth. This causes friction between Khodre and Council.

3450 PC Kerning bays permitted, fees required. Only twelve in all of Ardoth. Most kerning bays in Burdoth located in run-down parts of cities. This includes Ardoth, Miedrinth, Sychill, and Lelligire. Glounda remains an exception, permitting dysha use within city boundaries. Disillusioned remains of Maustin Caji persecuted and driven into

3451 PC A portion of the Dharsage army is sent to South Khodre to protect the realm against crugar raids.

3452 PC Heavy daij/shirm-eh trade is directed through Sillipus. Island character as a center of corruption and open opportunity established. Several thousand humans have lived on this island since before the turn of the century, but with influx of refugee humans, social impact becomes staggering.

3453 PC Ardoth's city walls rebuilt. Thriddle reveal discovery of new energy weapon cache (actually one of the ones they knew of in 3442).

3454 PC Thantiers spy network in Burdoth and Tan-Iricid enables the Thankrani to beat the Burdothians to a newly discovered Earth-Tec cache. This cache, along with ancient historical details forgotten in old Thantierna libraries, lead to the discovery of the Survivor Network and the Advisor Network and ultimately to more Earth-Tec chaches. With the vast supplies of new-found Earth-Tec, Thantier becomes a rival nation to Burdoth. A cold war of sorts starts between Thantier and Burdoth.

3455 PC Maustin Caji (Burdothian military veterans) stir up trouble in Anasan. They have traveled through hundreds of miles of dark jungle, and are disillusioned with their treatment by the Ardothians. Travelling through this sparsely populated realm, they push their weight around. Death of Khodre Dhardrenns mother, Esilla Allonkarb (ne Cartan) in childbirth. Baby boy dies at same time. Kirra Ho-Trid becomes Khodre Dhardrenns tutor and mentor.

3456 PC - Maustin Caji take over Rhodu, Anasan's capital city, and terrorize population. They take a ship and travel to Thantier. During their raid on Thantis, the Newport section of the city is razed by fire.

3457 PC - Maustin Caji terrorize Thantieri population as they travel through the realm. Upon reaching the city of Obothin, they commandeer another ship and set sail to Tan-lricid. Ransly Creb, a Burdothian, is forced onto the ship when the Maustin Caji kidnap him as a hostage.

3458 PC Maustin Caji land on Tan-lricid and inflict random, senseless damage. They travel to the Mountain Crown. Dharsage forces sent hastily by Prince Khodre to Tan-lricid to help stop Maustin Caji.

3459 PC Maustin Caji attempt to take Tan-lricid. The Mountain Crown suffers some damage, but Thriddle use of lost Lamorri technology defend their island.

3460 PC Maustin Caji contained by Salrough Gomo, Thriddle Seer of the Northwest Woodlands, through a clever trap, which prevents Maustin Caji from warping away. Most members commit suicide. The few survivors are taken captive by Dharsage forces that arrive in time to help Salrough with his defense. A few Maustin Caji are placed in keeper rods. Ransly Creb is placed in a keeper rod by mistake, since he is small and looks a lot like a muadra.

3469 PC Human concern over cleash sightings prompts fewer expeditions into Trinnus.

Kerning bays located just outside Cryshell (Citadel) are built so it is convenient for caji to enter without having to make a lengthy trip to a distant kerning bay.

3469-3472 PC The Second South Cerridus War. The ramian are angered over recent transgressions and attack the Thanterian colonies in central Drail. The ramian return the lands west of Vareech to thriddle custody and occupy the central Thanterian colonies. The thriddle grant 2/3 of their colony to the Dharsage of Burdoth in return for his protection in the Cerridus region. A new actor arrives at the political arena of the Cerridus Sea, as Burdothian troops and colonists pour into their new colony through the stable warp that the thriddle control. The Burdothian colony Drailoth is announced and the cold war between Burdoth and Thantier escalates. The ramian only manage to hold onto their gains for a year before the Thanterians retake what is theirs with their superior energy weapons.

3470 PC Khodre Dhardrenn learns of the thriddles treachery (the Earth-tec discovery that was not revealed to Prince Khodre), which prevented his fathers early victory during the war, from Stanra So-Gomo, a Citadel querrid. All thriddle are expelled from Ardis, including his friend and mentor, Kirra Ho-Trid.

3471 PC A plague in Voligire runs out of control. Those with shirm-eh live, those without will die. Fleets launched in search of shirm-eh.

3472 PC Ramian Gire raid northern coasts of Burdoth and Dobre. Gire use propaganda-fed tologra mercenaries as assault troops against bronth, muadra, boccord, human and woffen. Some tologra are taken prisoner, but their existence is kept secret. Ramian ships attempting to pass through Sychill Sea are stopped. Ramian are attempting to reach East Trinnu Jungle Lands in search of shirm-eh. Sea battle begins. Bronth press the war in their loo-raums. Major ramian defeat at Telmin.

3473 PC Lelligire passed as ramian travel between Burdoths northern coast and Reet. They are destined for Sydra. Penzer Cattletross sends his fleet to stop their crossing Reetian Straits. After sufficiently dismembering the Lelligirian fleet, Gire press inland in search of shirm-eh. Ramian make a quick inland run, take all the shirm-eh they can carry, and retreat.

3474 PC To secure trade considerations, Thantier opens their first embassies in Burdoth, Ardoth, Jasp, Khodre and Sillipus. Ramian siege crushed on Dobres northern coast by Dobrens and Crendorians with help from Lunderian and Dharsage forces equipped with energy weapons. Ramian survivors return to Voligire to greet their ravaged realm. Angry representatives from several countries, especially Dobre, demand restitution from the Dharsage for damage caused by ramian. Ardoth is blamed because of their previous shirm-eh trade with ramian. Information is never made public because the civil unrest and division of the public it would create would put Burdoth on the brink of civil war. Saress Khodre agrees to allow a Council contingent to set up mining in North Khodre; profits will go to Dobre, Lelligire, Sychill, and Sydra for reparations. The mining operations will last fifteen years, during which Saress will be only a figurehead in North Khodre.

3475 PC The Warp-Flash of 3475. Major isho storm in Glounda. Warps are created in Ardoth for the first time in human history, violating Ardoth's most sacred form of security. A cohort of 400 Ardothian militiamen are sent to explore the source of the latest isho storm in Glounda Forest when the Eelshon She-evid emerges from obscurity and destroys them. Damage done by Warp-Walker kept as secret as possible. Public is never told full story, though bodies wash up on shore and a few are found impaled on trees near the city. Most bodies are never recovered. Thousands of thriddle trek through warps in southwestern Tan-Iricid to show up in Cosahmi. They travel into Ardis begging for entrance to Ardoth to investigate the warps. Khodre refuses until he learns about the co-

hort that was wiped out in Glounda only a short distance from Ardoth. Khodre Dhardrenn grants thriddle new acceptance in Ardoth and a new Shen is built for them. Thriddle return Ardoth to warp-free status.

3490-3493 PC The Second Skamaan War. Led by the huge boccord freak, Count Korligan, the Skamaan try to enlarge their territories as prophesised by their war gods. Korligan declares himself king and conquers the Erucian lands in Thantier. As he pushes into the Thodicean lands in eastern Thantier the other Coronian lords remain passive as they are not threatened and benefit from the weakening of the Thodiceans. The Pluran Church finally rallies the Coronian sages against the "thone" that is King Korligan. Korligan is assassinated by the Thodiceans and the Skamaan slowly retreat back to Huragach as their enemies become too many.

3491 PC Experimental crystal schooner airship breaks up over Ardoth. Burdothian marines prevent anyone from investigating debris.

3492 PC Burdothians and Jaspians hear about Jason's Will and manage to steal copies of it. The search for Jason's Tomb and the Sleeping Gods of the Vucians begins.

3497 PC - Great storms and a huge tide sweeps over the coasts of Burdoth, Heridoth and southern Dobre during one of the most powerfull lunar constellations in centuries. Great destruction is caused in Salam'arine, Sydra, Ardoth, Dowsen and Koistra. Astrologers and Doompriests foresee the destruction and herald the end of the world. Ardoth's underground lamorri structures go haywire. The ramian have also foreseen the lunar constellation and launch a full-scale invasion upon Burdoth and Dobre. They carry great metal shield walls to protect them from the energy weapons of Burdoth. Beginning of widespread use of daij by Thantieri yords. Daijic yords patrol the borderlands and the ports, locating and driving out Isho-using thone. Isho-users visiting Thantis are singled out for forced keether feedings to keep them free of any isho threat.

3498 PC Saress Khodre finally defeats the rebels and reclaims Northern Khodre. Corobis Jarec is brought in shame to Kirlan and publicly executed and the Reunited Khodre is declared by Sagess Saress Khodre.

3499 PC The Thanterian sages of Toronia, Slegun and Thantis start invading the coastal cities of western Anasan. While it is a desperate attempt to bring the jungle towns back into their control, the Pluran Church and the Thankrani soon supports the effort of the sages and other allies join in the conquest. The small skirmishes develop into a full-scale invasion that is only limited by the dense inland forests and the fact that many volunteers from Burdoth, Dobre and Lundere join the Anasani.

350 PC The Reigos people of Anasan try to restore ci1p4vilisation and build the town of Reigos on the west coast of Anasan.

3501 PC - Lights are seen above Thantier, trailing from the ground to the moon Desti and back. They are dismissed as hallucinations but several people who watch for them contend it is a real threat to Jorune.

3503 PC - House Zunis opens three archeological sites in cooperation with Thriddle scholars. One in the Sydra District of Burdoth (working with Burdothian Iscin), one in the swamps on the eastern edge of Thantier, near the West Trinnu Jungle Land, and a third in eastern Temauntro (with investigators from Jasp and Khodre, and even some crugar).

Various stories are told as to the reasons for the sudden interest in archeology beyond Thantier, but it is clear that the Zunis have some information they are not sharing with their partners.

3507 PC - A Desti shantha is released from a Keeper Rod in the Sydran site archeological site and almost destroys the expedition before being driven deeper into the Cushindell Swamps. The tologra of Sharden begin to build a wall to separate them from the Ramian of Gilthaw.

Stray Clips

Ardoth bans East Trinnu travel because of cleash threat. Ardothian Council discovers Sillipus daij connection and shirm-eh is cut off from Voligire. Khodre institutes crystal daijic wherever possible. Small daij supplies will last for now, being used for high security within the Dharsage palace. Ramian establish themselves in Sillipus and southern Drail. Crugar and ramain meetings are reported in Sillipus and in northwestern Temauntro. Earth-tec aerators appear in Gauss Valley, two in Gauss and one in Khaun Gauss.

bids for power tears the Holy Coronian Empire apart. The 10 sagedoms are established.

Burdoth and Dobre manage to shake of the ramian invaders surprisingly easy. The ramian had acted too soon and it is evident that there is an internal power struggle among the ramian rulers. Ramian also routed from the Coastal Kingdoms through a cooperation of Burdothian and Dobren naval forces.

but Mayatrish is nursed back to health by Gauss's people. She stays with Gauss family and learns the ways of his people, and teaches them about her people in Ardoth. Gauss and Mayatrish fall in love.

East Trinnu Jungle Lands. They will later become nucleus for a violent countermovement against the thriddle of Tan-lricid. Thivin immigrate into Joble in the Sobayid, as refugees after Energy Weapons War. They make Joble a gambling center.

great Doben-al deserts and up through the lakelands east of Lake Dau-uh-dey. Both eventually meet again and found Crendor. The blount, their numbers having suffered terribly during the years in the dry wastelands of the Doben-al, remain in and around Lake Day-uh-dey. The crugar and cygra remain in the Gauss Valley. Tensions build between them as their differences become more pronounced.

Khodre Dhardenn is born to Khodre Allonkarb and his wife Esilla. Khodre is on Reet at the time of his son's birth.

Khodre pushes to Temauntro border and turns north to Carissey. His forces liberate the besieged Carisseans and drive the crugar out of Carissey. Khodre stays in Carissey for several weeks after defeating crugar forces and places Carissey under the protection of Burdoth. Dobren forces invade the Dow territories and York in Heridoth. Harsri expels muadra from Ardoth. Most travel south, living in huge encampments in the Sobayid. The rest travel north to Mar, or east to Gauss Valley.

Lost ruins discovered after major sandstorm in Hobeh. Appears to be human and mutant survi-

vor civilisation built without durlig or Earth-tec. Thriddle and the Ardothian Council sends teams to study revealed city. The ancient message "Jason's Will" is discovered in an earth-tec cache by Thanterians. They start searching the eastern parts of Doben-al for the Sleepers.

platforms and airships. The Sky people can now roam the high mountains more freely and move their villages around when cleash appear.

Ramian priests and small raiding parties show an interest in Ros Crendor during the invasion of Burdoth and Dobre. The High Priestess is disturbed by this and receives warnings about the ramian activities all over the world by Choi Sternhand of the Silent Ramian of Jasp.

Ramian start pillaging the coasts of northern Burdoth and Dobre. The attacks weakens the kingdom of Lusail and draws its attention away from its eastern lands. The Yorkni Culture starts spreading inland and soon come into conflict with the powerful and expanding Sholian Culture. As the two cultures have similar dialects and the same pantheon of gods, an alliance and truce is soon agreed upon.

surrounding Sholian, Sobayid and Yorkni Cultures. Strange ruins with many shantic influences and the haunted Mash-ala canyon is all that they leave behind. (date approx.) The yorkni population explodes as refugees of the Mash-ala culture settles among the yorkni fishermen.

Addenda

Conversions we would like to see

If you have considered a conversion to your favorite gaming system, share it with us for future release in this project.

Conversions we would like to see include:

d20

Savage Worlds

FATE/Fudge

http://jorune.oakandlotus.com